Operation and Service Manual

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Operation
Before operating game, read this manual. Failure to properly install and operate this game could result in malfunction or accident. Operate the game in accordance with the manual.

Transporting
The cabinet is very heavy. Because the wheel is high, the cabinet is also very top-heavy. Use appropriate care when moving or transporting cabinet. It contains fragile glass and electronic components. Avoid rough handling.

Handling Components
Many components are extremely sensitive to handling, environmental and Electrostatic Discharge (ESD) events—especially the computer. Do not handle it roughly. Before servicing, call your distributor and inquire about the PC warranty. Use proper ESD procedures when servicing. Protect components from harmful environmental conditions, such as extreme temperatures, excessive moisture or other damaging effects.

Disconnect Power
Always turn the power off and unplug the unit before servicing or making adjustments unless otherwise instructed. Installing or repairing components while power is on can damage the components and void the warranty.

Grounding
Avoid electrical shock. Do not plug in AC power until you have inspected and properly grounded the unit. Only plug into a grounded, three-wire outlet. Do not use a “cheater” plug or cut off the ground pin on the line cord.

Electrical Shocks
There is no isolation transformer in the cabinet. Disconnect AC power before servicing. However, be aware that lethal voltages can remain in the electronic components even when AC power is disconnected. Use extreme caution when servicing. Verify that there is a working ground connection. If the unit sustains water damage, cease using it immediately and unplug AC power.

Power Selector
Before installing game, ensure the voltage on the PC is set properly. There is a 115/230 VAC selector switch that must be set for the correct voltage for your site. Verify the fluorescent lamp rating. The rating must match the line voltage at the installation site.

Power Cord
If the power cord is damaged or lost, replace it with an identical cord as supplied by the manufacturer or an authorized service agent.

Connectors
Be sure all connectors mate properly. If connectors do not slip in easily, do not force them. Connectors are often keyed and only connect one way. Check for correct orientation.
**COMPUTER**
The computer contains sensitive components, including a hard drive. Do not handle it roughly. Call your distributor before servicing its internal components. Ask about warranty information as it relates to the PC.
Do not turn the PC power switch on or off. It should remain permanently in the ON position.
Cycle AC power on or off with the cabinet power switch.
A dongle has been inserted into one of the USB ports. This is required for game play.
Do not remove the dongle except for troubleshooting purposes.

**FLUORESCENT TUBES**
A dropped fluorescent tube may break and implode. Shattered glass from the implosion can travel long distances and cause bodily injury. Use proper procedures when handling broken materials, as these items can contain hazardous material such as mercury or lead.

**HAZARD TO EPILEPTICS**
A small portion of the population has an epileptic condition that may cause seizures. Affected persons experience seizure while watching some television pictures or playing certain video games. People who have not had seizures may still have an undetected epileptic condition. If anyone in your family has experienced epilepsy symptoms (seizures or loss of awareness), consult your physician before using video games. While children play video games, a parent should observe. Be alert to the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation or convulsions. If you or your child experiences these symptoms, discontinue use immediately and consult your physician.

**MANUAL**
Keep this manual available and ready for use. If the game fails to function properly, turn off the machine and unplug the AC line cord. Contact your local distributor. Your warrantee, when applicable, lasts 60 days from your purchase date. You may not reproduce this document or any of its contents without written authorization from Raw Thrills, Inc. or Play Mechanix™ Inc.

**SPECIFICATIONS**
For reasons such as performance, this product’s specifications may change without notice. Federal patent, copyright and other intellectual property laws protect the content, devices and design of the game and its equipment.

**INDOOR USE**
This game is intended for indoor use only. Do not operate machine in wet or extremely humid conditions. Do not install near sprinkler or other source of water spray. Do not use water to clean the game.
Product Specifications

Electrical Power

Domestic, international users and Japan

120 VAC @ 60 Hz, 5 amps
240 VAC @ 50 Hz, 2.5 amps
100 VAC @ 50 Hz, 5 amps

DC Power Fuse Guide

+5 VDC 2 amp Slow Blow
+12 VDC 7 amp Slow Blow

Temperature

32° F to 100° F
(0° C to 38° C)

Humidity

Must not exceed 95% relative humidity

Dimensions

Height: 103” (2.62 meters)
front pedestal height: 37” (0.94 meters)
optional seat height: 28” (0.71 meters)

Width: 50.5” (1.28 meters)
wheel diameter: 36” (0.91 meters)

Depth: 82” (2.08 meters)

Carton Weight

821 lbs. (372.3 kg)
Setup and Features

Player Controls

To begin the game, insert the proper number of credits. Wheel of Fortune is a one-player game. The Start button is displayed on the touch screen. The player spins the dial to rotate the wheel.

Playing the Game

Player chooses between classic WOF or “Double Play” game modes. A classic WOF game is an operator adjustable one- or three-spin game. Double Play is a three-spin game and all wheel values are doubled.

A word puzzle appears with a descriptive category. The player then spins the dial controller, which activates the replica wheel. The wheel slows and stops on a value. This value is awarded for each letter that is chosen by the player. The player selects a total of three letters. The tickets the player receives are based on the values of the total wheel selections.

Initial Game Setup

1. Place the shipping crates on a flat stable surface.
2. Cut the banding straps and remove the cardboard lid.
3. Lift off the large cardboard container surrounding the cabinet and any shipping cleats.
4. With at least two people and a dolly, remove the cabinet from the shipping pallet.
5. Remove the coin door key from the coin return chute.
6. Open the top coin door.
7. Locate the key for the back door and the cash box.
8. Open the cash box and remove the items inside it. These include this service manual, an AC line cord, a bag of screws and tools and a warranty card.
9. Using at least one assistant, transport the cabinets to a suitable playing area.
Assembly Overview

Each of these steps will be covered in detail in subsequent pages. Step 3 is optional for games that come with the bench assembly.

1. Attach wheel to main cabinet assembly.
2. Attach monitor pedestal to main cabinet assembly.
3. Attach bench assembly to monitor pedestal.
Wheel to Main Cabinet Assembly

1. With at least one person on either side of the wheel assembly, lift the assembly so that the cabinet index bracket located at the top of the main cabinet meets the index rod on the back side of the wheel assembly. The wheel assembly is heavy, bulky and fragile. Use extreme caution when you and a partner lift it into place.

2. Slowly allow wheel to pivot into position. Use extreme caution while wheel pivots. Be certain wheel is correctly positioned before releasing.

3. Connect the following: wheel motor cable, marquee cables, wheel LED lamp cables and cabinet speaker cables to their mates in the back of the main cabinet. Verify secure connections.

4. Locate and affix two ¼-20 1.5” mounting bolts.
1. Push the monitor console toward the main cabinet and align the holes together.
2. Reach through the coin door and ticket bay doors to access mounting holes.
3. Connect the USB-to-dial control cable to the USB port on the dial control and ensure its connection to the PC USB port is secure.
4. Connect the USB-to-monitor cable to the USB port on the monitor and ensure its connection to the PC USB port is secure.
5. Connect cabinet power cables to their mates in the main cabinet.
6. Fasten console and cabinet together using four ¼-20 x 1 ¾ hex head machine screws.
7. Rotate leg levelers to ensure entire game is parallel to the ground.
Bench Assembly

1. At the base of the display console front, locate the connector bracket (96).
2. Align and position the bench assembly so the bracket and mounting holes in the bench (197) mate with the holes in the top of the bracket.
3. Connect the sub-woofer cable and two 110V fluorescent lighting cables in seat base to their mates in the monitor console.
4. In the cashbox, locate the two ¼-20 x 1” button head Torx screws.
5. Fasten bench assembly to display console with above screws.
6. Plug power cord into grounded AC outlet.
7. Turn game on and run diagnostic screens and make desired adjustments.
Wheel of Fortune

Wheel Replacement

ALIGNMENT
Perform a wheel alignment each time after installing a new wheel.

1. Remove four 1/4-20 x ½” screws (61) from ticket display marquee (103).
2. Remove ticket display marquee (103) and set aside.
3. Remove four hex spacers (69) that hold the ticket display subassembly (98).
4. Remove ticket display subassembly and set aside.
5. Remove twelve ¼-20 x ½” screws (61) that hold the cabinet Plexiglas (37).

6. Remove Plexiglas.
7. Remove the five 10-32 x 5/8” Philips flat head machine screws (35) that hold the wheel hub (9).
8. Remove wheel hub (9) and set aside.
9. Attach new wheel.
10. Reverse steps 1-7 to reassemble cabinet.
11. In diagnostic mode, under Operator Adjustments, enter Wheel Type Selection.
12. Select newly installed wheel from available options.
13. In diagnostic mode, under Systems Tests Menu, enter Wheel Alignment Test.
14. Follow onscreen instructions to verify and adjust calibration.
Wheel Choices

**Wheel Type: 100-A**

- Cost to Play: $1.00
- Payout Percent: 40.00%
- Tickets per Game: 40 - 41

**Wheel Type: 25-B***

- Cost to Play: $0.25
- Payout Percent: 30.00%
- Tickets per Game: 7 - 8

*Note: Rules for 25-B version are slightly different. Player winnings are not multiplied by the letters chosen, and there is no multi-spin game.*

**Wheel Type: 200-C**

- Cost to Play: $2.00
- Payout Percent: 38.00%
- Tickets per Game: 75 - 77

**Wheel Type: 200-D**

- Cost to Play: $2.00
- Payout Percent: 31.00%
- Tickets per Game: 61 - 63
<table>
<thead>
<tr>
<th>Wheel Type</th>
<th>Cost to Play</th>
<th>Payout Percent</th>
<th>Tickets per Game</th>
</tr>
</thead>
<tbody>
<tr>
<td>100-E</td>
<td>$1.00</td>
<td>35.00%</td>
<td>34 - 35</td>
</tr>
<tr>
<td>150-F</td>
<td>$1.50</td>
<td>40.00%</td>
<td>59 - 60</td>
</tr>
<tr>
<td>1-G (points)</td>
<td>$1.00</td>
<td>*Adjustable</td>
<td>Adjustutable</td>
</tr>
<tr>
<td>300-H</td>
<td>$3.00</td>
<td>40.00%</td>
<td>118 - 120</td>
</tr>
</tbody>
</table>

*Wheel 1-G – Adjustable using Points Per Ticket setting in Player Cost/Payout Menu.

Points per Game: 522

Payout Determine by GAME START COST and POINTS PER TICKET settings

Example: At $1.00 cost to play
- 25 points per ticket = 20% payout
- 15 points per ticket = 15% payout
- 13 points per ticket = 40% payout
<table>
<thead>
<tr>
<th>Cost to Play</th>
<th>$2.00</th>
</tr>
</thead>
<tbody>
<tr>
<td>Payout Percent</td>
<td>36.00%</td>
</tr>
<tr>
<td>Tickets per Game</td>
<td>71 - 72</td>
</tr>
</tbody>
</table>
Adjustments and Audit Menu System

Diagnostic Menu System

The Service Button Panel should have four buttons, three of which can navigate the menu system. But it is easiest to navigate by using the touchscreen.

- Service Panel TEST button enters diagnostic system.
- Either Start button or TEST button selects the highlighted option.
- Service Panel VOL - button moves down through menu or setting choices.
- Service Panel VOL + button moves up through menu or setting choices.
- Highlight and select Exit to return to previous screen.

Touchscreen tools are as follows:

- Touch an unhighlighted option to highlight the option.
- Touch a highlighted option to select it.
- Touch a (+) symbol to increase the selected option.
- Touch a (-) symbol to decrease the selected option.
- Touch a selected option to confirm any changes.
- Note that in some cases the service panel buttons must be used.
- An on-screen message acknowledges changes or when you exit a selection without making a change.
- At the bottom of each screen there is a brief description of the menu option’s function. A complete description is available here for all menu functions.
## Menu Screens and Descriptions

### Main Menu

Enter the diagnostic system by pressing the Test button.

![Menu Screen](image)

Subsequent menus will be white on black for clarity and will exclude common information.

<table>
<thead>
<tr>
<th><strong>Main Menu</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Operator Adjustments</strong></td>
</tr>
<tr>
<td>This menu lets you customize your game.</td>
</tr>
</tbody>
</table>

### OPERATOR ADJUSTMENTS

- EXIT
- GAME ADJUSTMENTS
- TICKET MECH AJDJUSTMENT
- COIN AJDJUSTMENTS
- PLAYER COST / PAYOUT
- VOLUME
- WHEEL TYPE SELECTION
Wheel of Fortune

Main Menu
Operator Adjustments

Game Adjustments
These functions let you adjust the player’s game experience

GAME ADJUSTMENTS
EXIT
ALWAYS MULTISPIN OFF
EASY SOLVE OFF
COUNTDOWN TIMER 10
PRIZE TYPE TICKETS

Always Multispin allows three spins instead of one. Default is off.

Easy Solve default is off. When it is on, unused letters disappear while solving puzzle.

Countdown timer is the amount of time allowed to spin, pick a letter or solve. Range is from 3 to 30. Default is 10.

Prize Type changes labeling of values (e.g., 100 tickets, 100 coupons or 100) to tickets/coupons/nothing. Default is tickets.

Main Menu
Operator Adjustments

Ticket Mech Adjustment

TICKET MECH ADJUSTMENT
EXIT
TICKET OUTPUT ON
TICKET DIVISOR 1
HAND PAYOUT LIMIT OFF

Ticket Output toggles the ticket mechs on and off.

Ticket Divisor reduces the number of tickets output by selected factor from 1-4. Ex: If set to 2, when player wins 100 tickets, 50 tickets will be dispensed.

Hand Payout Limit sets the most amount of tickets that will be dispensed by the mechs. Any value higher must be paid out by hand. Default is off. Setting ranges from 100 to 2000 in 100 increments.
Main Menu

Operator Adjustments

Coin Adjustments

COIN ADJUSTMENTS
EXIT
FREEPLAY OFF
CURRENCY TYPE Dollar
CURRENCY UNIT VALUE 0.25
COIN 1 VALUE $0.25
COIN 2 VALUE $0.25
COIN 3 VALUE / DBV PULSE $1.00
MAXIMUM CREDITS $500.00

Main Menu

Operator Adjustments

Player Cost / Payout

PLAYER COST / PAYOUT
EXIT
GAME START COST $1.00
TICKET VALUE 0.01
POINTS PER TICKET 100

Parameters

Game Start Cost: from $0.25 to $63.75 incremented by $0.25

Ticket Value: from 0.01 to 1.00 incremented in 0.01

Points Per Ticket: from 1 to 1000 incremented by 1

*Note: Points Per Ticket option only available using Wheel 1-G
*Adjusts numbers of points required to win 1 ticket.
Main Menu

Operator Adjustments

Volume

VOLUME
EXIT
GAME VOLUME 16
ATTRACT VOLUME 16
MINIMUM VOLUME 4
ATTRACT SOUNDS OCCASIONALLY

Parameters

Game Volume: from 0 to 32 incremented in 1

Attract Volume: from 0 to 32 incremented in 1

Attract Sounds: from 0 to 32 incremented in 1

Attract Sounds: Always, Occasionally, Never

Main Menu

Operator Adjustments

Wheel Type Selection

SELECT WHEEL TYPE
EXIT

Touch to select the wheel type that corresponds to your wheel

WHEEL 100-A
WHEEL 25-B
WHEEL 200-C
WHEEL 200-D
WHEEL 100-E
WHEEL 150-F
WHEEL 1-G
WHEEL 300-H
WHEEL 200-J

Touch. Use Vol +/- To Select. Or Press Test to exit.
Main Menu

General Audits

These menus track game performance.

GENERAL AUDITS
EXIT
GAME AUDITS
TICKET AUDITS
SYSTEM AUDITS
COIN AUDITS

Main Menu

General Audits

Game Audits

This screen reviews the history of game play to help you determine whether the game is bringing in enough players or whether to adjust the difficulty level.

GAME AUDITS
EXIT
TOTAL PLAYS (REGULAR PLAY) 0
TOTAL PLAYS (DOUBLE PLAY) 0
AVERAGE GAME TIME 00:00
TOTAL GAME TIME 00:00
TOTAL SOLVED 0
TOTAL NOT SOLVED 0
PERCENTAGE OF PUZZLES SOLVED 0.00
Main Menu

General Audits

Ticket Audits

TICKET AUDITS
EXIT
TOTAL TICKETS (REGULAR PLAY)   0
TOTAL TICKETS (DOUBLE PLAY)   0
AVERAGE TICKETS PER PLAY   0
AVG. TICKETS (REGULAR PLAY)   0
AVG. TICKETS (DOUBLE PLAY)   0
CURRENT PAYOUT PCT   0
TICKETS OWED   0

Main Menu

General Audits

System Audits

SYSTEM AUDITS
EXIT
PLAY TIME 0yr 0dy – 0:00:00
UP TIME 0yr 0dy – 0:00:00
WATCHDOGS 0
EXCEPTIONS 0
BAD TRAPS 0

Main Menu

General Audits

Coin Audits

COIN AUDITS
EXIT
TOTAL COIN 1 $0.00
TOTAL COIN 2 $0.00
TOTAL COIN 3 (DBV) $0.00
LIFETIME COIN COUNT $0.00
SERVICE CREDITS $0.00
TOTAL CREDITS IN $0.00
These menus are used by games connected to CoinUp®. See CoinUp® Operation Overview section in this manual and visit www.coinup.com for more information.

ONLINE MENU
EXIT
GAME REGISTRATION MENU
WI-FI MENU
TEST CONNECTION
CONNECTION DETAILS
SHOW ADVERTISEMENTS
ONLINE DEBUG MENU
GAME UPDATES

Touch Calibration (and verify)
Follow instructions on screen.
### Main Menu

#### Reset Menu
This screen allows you to restore all the settings to their original state.

```
RESET MENU
EXIT
RESET GAME AUDITS
RESET CREDITS
RESET COIN COUNTERS
RESET ADJUSTMENTS
RESET TICKETS
FACTORY RESET
```

### System Information Menu

```
SYSTEM INFORMATION
EXIT
VERSION LIST
TELEMETRY STATS
```
Main Menu
System Tests Menu
Version List

This identifies software and firmware versions.

<table>
<thead>
<tr>
<th>VERSIONS</th>
</tr>
</thead>
<tbody>
<tr>
<td>EXIT</td>
</tr>
<tr>
<td>SOUND</td>
</tr>
<tr>
<td>JAMMA</td>
</tr>
<tr>
<td>PMNET</td>
</tr>
<tr>
<td>RIO</td>
</tr>
<tr>
<td>SOFTWARE</td>
</tr>
<tr>
<td>LINUX KERNEL</td>
</tr>
<tr>
<td>PROCESSOR</td>
</tr>
<tr>
<td>BIOS</td>
</tr>
</tbody>
</table>

Main Menu
System Tests Menu
Telemetry Stats

These tests check thermal qualities and electrical conductivity. Generally, only Core Temps 1 and 2 function. The rest should read N/A.
Main Menu

System Tests Menu

SYSTEM TESTS
EXIT
DEVICE CONNECTION TEST
TOUCH CALIBRATION TEST
LAMP TEST
SPINNER TEST
WHEEL ALIGNMENT TEST
SWITCH TEST
SCREEN TESTS
SOUND TEST
FILE TEST
COIN METER TEST
TICKET METER TEST
TICKET DISPENSER TEST 1
TICKET DISPENSER TEST 2
WATCHDOG TEST
ETHERNET PORT TEST
CARD TEST

Main Menu

System Tests Menu

Device Connection Test

DEVICE CONNECTION TEST
EXIT
RIO INPUT BOARD Connected
TOUCH MONITOR Connected
WHEEL MOTOR/ MATRIX DISPLAY Connected
SPINNER CONTROLLER Connected
Main Menu

System Tests Menu

Touch Calibration Test

Touch the name of a light on the screen to toggle it on and off. Use this test to determine if a light is out.

LAMP TEST
EXIT
LED PUCK #1  WHEEL LED #1  WHEEL LED #9
LED PUCK #2  WHEEL LED #2  WHEEL LED #10
LED PUCK #3  WHEEL LED #3  WHEEL LED #11
LED PUCK #4  WHEEL LED #4  WHEEL LED #12
WHEEL LED #5  WHEEL LED #13
WHEEL LED #6  WHEEL LED #14
WHEEL LED #7  WHEEL LED #15
Main Menu

System Tests Menu

Spinner Test

This test helps calibrate the spinner by displaying the speed. Speed should range from 0 to 0.99 in increments of 0.01.

Wheel Alignment Test

The Wheel Alignment Test is used to verify pointer position and adjust its expected placement. Follow this procedure to fine tune your wheel alignment.

1. Touch indicated text to spin physical and onscreen wheels.
2. Verify that onscreen pointer position matches pointer position on the physical wheel.
3. If positions do not match, touch indicated text to increase or decrease calibration until alignments match.
4. Repeat steps 1-3 until satisfied with alignment.
5. Press test button to exit test when finished.
Use this test to determine if switches are functional. To leave this screen, simultaneously hold the Start and Volume buttons.

**SWITCH TEST**

- EXIT
- COIN 1
- COIN 2
- VOLUME DOWN
- VOLUME UP
- TEST
- BILL
- SERVICE

**SCREEN TESTS**

- EXIT
- COLOR ADJUSTMENT
- SCREEN ADJUSTMENT
- COLOR SCREENS
This color bar screen of gray, yellow, cyan, green, magenta, red and blue helps identify missing colors. Missing color bars may indicate bad video RAM in the PC, or a problem with the monitor.

Color bars can also help

- Peak the brightness and black levels
- Balance red, green and blue drives
- Check purity problems (color contamination)
- Compensate for barrel or pincushion distortion
- Adjust size controls
- Test for video noise sources (such as bad cables)
This crosshatch screen adjusts width and height, static convergence and purity, brightness and focus.

**Width and Height** Adjust height and width of the crosshatch pattern until the grid fills the screen. Keep all the lines visible, though. If part of the grid goes off the screen, then the game image will, too.

**Static Convergence and Purity** All lines in the crosshatch pattern must be white. Else, there is a convergence or purity problem. Slight color tinges at the extreme edges of the screen are okay.

**Brightness** Ensure the bars are a fairly strong white.

**Focus** Bars with fuzzy edges indicate a focus problem. Adjust the focus control for best sharpness.

---

These are solid, one-color images that help adjust color drive controls for proper intensity. The screens are black, white, red, green and blue. Press the Start button to cycle through the screens. The white screen helps adjust brightness and color output balance.
Main Menu
System Tests Menu
Sound Test
These tests help determine if your speakers, wiring and connections are working properly.

SOUND TEST
EXIT
STREAMING SOUND
SOUND FX
100 Hz SINE WAVE
1000 Hz SINE WAVE

Main Menu
System Tests Menu
File Test
This test can help determine if your hard drive requires restoration.

FILE TEST
FILES CHECKED: 1081
PASSED: 1081
FAILED: 0
Test Completed.
Press test or touch screen to exit.

Main Menu
System Tests Menu
Coin Meter Test
This increments the meter by 1 to verify functionality.

Main Menu
System Tests Menu
Ticket Meter Test
This increments each meter by 1 to verify functionality.
Main Menu
System Tests Menu
Ticket Dispenser Test 1 and 2
This causes the respective dispensers to eject a single ticket.

Main Menu
System Tests Menu
Watchdog Test
This test resets the game to determine if the watchdog board is working properly.

WATCHDOG TEST
WARNING! GAME WILL RESET IN 10 SECONDS
Press Volume to Cancel

Main Menu
System Tests Menu
Ethernet Port Test
This verifies the functioning of the Ethernet port.

Main Menu
System Tests Menu
Card Test
If there is a card reader, insert a valid card to reveal the card type (player or operator) and the cardholder’s name.

Main Menu
View Log
This lists history of significant events or errors in file system.
Send Collections Message contacts the server and delivers the latest collections information, zeroing out local coin data.

COINUP FEE DETAILS

<table>
<thead>
<tr>
<th>Last Collection Date</th>
<th>Never</th>
</tr>
</thead>
<tbody>
<tr>
<td>Custom Advertisement Downloads</td>
<td>$0.00</td>
</tr>
<tr>
<td>Coinup Advertisement Downloads</td>
<td>$0.00</td>
</tr>
<tr>
<td>Communications Charge</td>
<td>$0.00</td>
</tr>
<tr>
<td>Upgrade Charge</td>
<td>$0.00</td>
</tr>
<tr>
<td>Total Coinup Fees</td>
<td>$0.00</td>
</tr>
</tbody>
</table>
Maintenance

In order to maximize income potential it is important to perform routine maintenance. This will ensure the game is in full working condition. You should perform these maintenance procedures every time you empty the cash box.

When cleaning the plastic parts of this game, PlayMechanix recommends using only Novus plastic cleaners and polishes. Always use a soft cloth and never use paper products to clean any plastic surface.

Touchscreen

Clean the screen with any non-ammonia based glass cleaner. Spray glass cleaner on a cloth or towel and use that to clean the touchscreen.

IMPORTANT
Never use an ammonia-based cleaner on the screen.

Verify Calibration

In diagnostic mode under the System Tests menu, select Touch Calibration Test. Recalibrate, if needed.

Wheel Alignment

1. In diagnostic mode under the System Tests menu, select Wheel Alignment Test.
2. Touch the screen to spin the wheel.
3. Verify that the physical wheel’s position matches the on-screen display.
4. Adjust accordingly so that the arrow positions match.

Switches

1. In diagnostic mode under the System Tests menu, select Switch Test.
2. Verify all switches are functioning properly.

Lights

1. In diagnostic mode under the System Tests menu, select Lamp Test.
2. Verify each light is functioning properly.
3. If any lights are not working, check wiring for breaks or bad connections.
4. Replace faulty lights.
Wheel of Fortune

**Wheel Belt Tensioning**

Use a ruler or dial/digital caliper or keep a ruler set to the dimension below to ensure accuracy.

1. Loosen the four motor bracket screws.
2. Ensure timing belt is properly captured on both timing pulleys.
3. Turn adjustment screw until you obtain the 4-1/4 center-to-center dimension.
4. Securely tighten four motor bracket screws.
Cabinet Assembly
# Cabinet Assembly Parts

<table>
<thead>
<tr>
<th>Item No.</th>
<th>Description</th>
<th>Part No.</th>
<th>Qty.</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Main Cabinet Sub-Assy</td>
<td>Main Cabinet Sub-Assy</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>LCD &amp; Pedestal Sub-Assy</td>
<td>LCD &amp; Pedestal Sub-Assy</td>
<td>1</td>
</tr>
<tr>
<td>3</td>
<td>Cabinet Wheel Sub-Assy</td>
<td>Cabinet Wheel Assembly</td>
<td>1</td>
</tr>
<tr>
<td>4</td>
<td>Bench Sub-Assy</td>
<td>Bench Sub-Assy</td>
<td>1</td>
</tr>
<tr>
<td>5</td>
<td>Washer</td>
<td>Regular LW 0.25</td>
<td>3</td>
</tr>
<tr>
<td>6</td>
<td>Washer</td>
<td>Regular FW 0.25</td>
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<td>Machine Screw</td>
<td>IN-HHMS 0.25-20x1.75x1-C</td>
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<td>Military Spec Cadmium-Pltd Steel Flat Washer ¼” Screw Size, .05”.08” ThK, AN9740-4</td>
<td>95229A920</td>
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<tr>
<td>9</td>
<td>Joint Connector Bolt ¼”-20 Thread, 1-3/4” Length, Hex Drive 4mm</td>
<td>BB142045UHD</td>
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Main Cabinet - Detailed
## Main Cabinet - Detailed Parts

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<td>Outrigger assembly</td>
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<td>receptacle sub-assy</td>
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<td>Receptacle hanger bracket</td>
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<td>Lock retainer</td>
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<td>Button head Torx machine screw ¼”-20 thread 1” length</td>
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<td>Flat washer</td>
<td>Regular LW 0.25</td>
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<td>Self-piercing hex washer head sheet metal screw type 410 SS No. 8 size ¾” length</td>
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<td>11</td>
<td>7/8” SB lock with cam</td>
<td>30-2228-606</td>
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<td>12</td>
<td>Truss head screw</td>
<td>CR-THMS 0.25-20 x 0.25x0.25-C</td>
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<td>7/8” hex nut SB lock</td>
<td>.875 hex – sb lock</td>
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<td>Woofer speaker, 6.5” 4 ohms</td>
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<td>Round head bolt</td>
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<td>22</td>
<td>Zinc plated stl machine screw nut with tooth washer ¾”-20 thread size 7/16” nut width, 3/16” nut height</td>
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<td>Pan head machine screw</td>
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<td>27</td>
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<td>IN-HHMS 0.25-20x1x1-C</td>
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<td>28</td>
<td>Button Torx tamper-resist sheet metal screw pin-in-head black-phosphate Stl, No. 6 size ½” L</td>
<td>BHTSMS .138-32 x .50</td>
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<td>Flat washer</td>
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<td>Side vent</td>
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<td>31</td>
<td>Carriage bolt</td>
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<td>32</td>
<td>Hardware, fan, 120VAC, 19/15W</td>
<td>AC fan SP101AT-1122HSL-Promoco</td>
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<td>120 mm wire fan guard</td>
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<td>34</td>
<td>Nylon insert locknut hex 8-32 thread size 11/32” width 15/64” height</td>
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<td>35</td>
<td>Flat Washer</td>
<td>Narrow FW 0.164</td>
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LCD and Pedestal
# LCD and Pedestal Parts

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<td>Console cabinet</td>
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<td>WOFA – LCD Control Panel Assembly</td>
<td>WOFA – LCD Control Panel Assy</td>
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<td>Dual ticket door assembly</td>
<td>Dual ticket door assembly</td>
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<td>4</td>
<td>Coin door assembly</td>
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<td>Anchor plate cam lock</td>
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<td>Ticket door cover plate</td>
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<td>7</td>
<td>Flat Washer</td>
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<td>8</td>
<td>Button head Torx machine screw ¼”-20 thread 1” length</td>
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<td>9</td>
<td>Round head bolt</td>
<td>RHSN Bolt 0.25-20x1.25x1.25-C</td>
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<td>10</td>
<td>Zinc plated stl machine screw nut with tooth washer ¼”-20 thread size 7/16” nut width, 3/16” nut height</td>
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<td>120 mm wire fan guard</td>
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<td>Hardware, Fan 120VAC, 19/15W</td>
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<td>Carriage bolt</td>
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<tr>
<td>15</td>
<td>Flat washer</td>
<td>Narrow FW 0.164</td>
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<td>Nylon insert locknut hex, 8-32 thread size 11/32” width, 15/64” height</td>
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<td>17</td>
<td>Ticket Bin 4000 Sub-Assy</td>
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<td>18</td>
<td>Mounting Bracket – Bench</td>
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<td>19</td>
<td>Alloy Steel Flat Head Socket Cap Screw ¼”-20 thread size ¾” length, black oxide</td>
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LCD Control Panel Assembly
## LCD Control Panel Assembly Parts

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<td>32” LCD console enclosure</td>
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<td>32” LCD Console Cover</td>
<td>606-00501-01</td>
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<td>Speaker Grill – Tweeter</td>
<td>608-00114-01</td>
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<td>2.375in Square Mylar Dome, .5” Voice Coil, 80hm 25W/RMS (Shielded)</td>
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<td>5</td>
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<td>MSHXNUT 0.112-40-D-C</td>
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<td>Shim Plate 1.00” X 29.50” – Touch Screen Cover</td>
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<td>Spinning knob assembly (Lorenzo)</td>
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<td>Mounting bracket-spinning dial</td>
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<td>Button head Torx machine screw ¼”-20 thread, ½” length</td>
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<td>Machine screw</td>
<td>CR-THMS 0.19-32x0.375 x 0.375-C</td>
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<td>32” LCD touchscreen (M132W30-267A)</td>
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<td>Mounting Bracket – LCD Console Cover</td>
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<td>Pin-in-Torx Button Socket Cap Screw 10-32 Thread, ½” length</td>
<td>BHTMS .190-32 X .50</td>
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## Cabinet Wheel Exploded Parts

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<td>Cabinet wheel</td>
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<td>Wheel cover</td>
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<td>Zinc-plated stl m-fem thread hex standoff ½” hex, ½” length</td>
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<td>9</td>
<td>3-LED strip module (STR33W6 white 6000<del>10000K, 7000</del>14000 mlm)</td>
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<td>CR-PHMS 0.164-32x1x1-C</td>
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<td>Item No.</td>
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<td>Button head Torx machine screw ¼”-20 thread, ½” length</td>
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<td>Home Sensor sub-assy</td>
<td>Home sensor sub-assy</td>
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<td>LED cover (right)</td>
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<td>Clip, screw mount, natural 3/8” hold</td>
<td>WHC-375</td>
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<td>18” fluorescent fixture (low profile)</td>
<td>18” fluorescent fixture (low profile)</td>
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<td>plug sub-assy</td>
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<td>CE marquee light</td>
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<td>Cover plate for cabinet wheel</td>
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<td>Mounting bracket for wheel cabinet</td>
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<td>Hanger bracket sub-assy</td>
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<td>Guide support bracket</td>
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<td>Dual-grip pull handle with through holes tubular steel, black finish ¾” center-to-center</td>
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<td>36</td>
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<td>Ticket marquee</td>
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<td>38</td>
<td>Illder roller sub-assy (spinning wheel)</td>
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<td>39</td>
<td>Button head Torx machine screw ¼”-20 thread, 1” length</td>
<td>90910A542</td>
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<tr>
<td>40</td>
<td>Phillips flat head machine screw #10-32 X ¾”</td>
<td>CR-FHMS 0.19-32 x 0.75x0.75-C</td>
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<tr>
<td>41</td>
<td>Self-piercing hex washer head sheet metal screw no. 6 size, ½” length</td>
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<td>42</td>
<td>18-8 SS tamper-resist flat head machine screw pin-in-Torx, 8-32 thread, ¾” length</td>
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<td>43</td>
<td>Self-piercing hex washer head sheet metal screw no. 8 size ½” length</td>
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<td>44</td>
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## Home Sensor Sub-Assembly

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<th>Qty.</th>
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<td>Home Sensor PCB</td>
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<td>4</td>
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## Ticket Display Assembly

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<thead>
<tr>
<th>Item No.</th>
<th>Description</th>
<th>Part No.</th>
<th>Qty.</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Shroud – ticket display</td>
<td>60606-0020-01</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>WOF ticket display</td>
<td>500-0041-01</td>
<td>1</td>
</tr>
<tr>
<td>3</td>
<td>Phillips pan head machine screw #10-32 x ¾”</td>
<td>CR-PHMS 0.19-32x0.75x0.75-C</td>
<td>6</td>
</tr>
</tbody>
</table>
### Bench

<table>
<thead>
<tr>
<th>Item No.</th>
<th>Description</th>
<th>Part No.</th>
<th>Qty.</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Bench</td>
<td>601-00514-01</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>Bench marquee mounting bracket (top)</td>
<td>600-00549-01</td>
<td>2</td>
</tr>
<tr>
<td>3</td>
<td>Bench marquee</td>
<td>606-00198-01</td>
<td>1</td>
</tr>
<tr>
<td>4</td>
<td>CE marquee Light</td>
<td>812-00002-02</td>
<td>1</td>
</tr>
<tr>
<td>5</td>
<td>Tread plate</td>
<td>600-00550-01</td>
<td>1</td>
</tr>
<tr>
<td>6</td>
<td>Seat Pad</td>
<td>600-00568-01</td>
<td>1</td>
</tr>
<tr>
<td>7</td>
<td>Button Torx tamper-resist sheet metal screw pin-in-head black phosphate stl no. 6 size ½” length</td>
<td>BHTSMS .138-32 x .50</td>
<td>10</td>
</tr>
<tr>
<td>8</td>
<td>Machine screw</td>
<td>IN-HWMS 0.164-32 x 0.75 x 0.75-C</td>
<td>4</td>
</tr>
<tr>
<td>9</td>
<td>Flat washer</td>
<td>Regular FW 0.25</td>
<td>14</td>
</tr>
<tr>
<td>10</td>
<td>Flat washer</td>
<td>Regular LW 0.25</td>
<td>6</td>
</tr>
<tr>
<td>11</td>
<td>Machine screw</td>
<td>IN-HHMS 0.25-20 x 1.5 x 1.5-C</td>
<td>6</td>
</tr>
<tr>
<td>12</td>
<td>Button head Torx machine screw ¼”-20 thread, ¾” length</td>
<td>90910A540</td>
<td>8</td>
</tr>
</tbody>
</table>
## Dual Ticket Door Assembly

<table>
<thead>
<tr>
<th>Item No.</th>
<th>Description</th>
<th>Part No.</th>
<th>Qty.</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Dual ticket door panel</td>
<td>608-00079-01</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>Ticket dispenser</td>
<td>42-1337-00</td>
<td>2</td>
</tr>
<tr>
<td>3</td>
<td>Ticket bin 4000</td>
<td>608-00080-01</td>
<td>2</td>
</tr>
<tr>
<td>4</td>
<td>5/8” SB Lock with cam</td>
<td>30-2228-606</td>
<td>1</td>
</tr>
<tr>
<td>5</td>
<td>Red LED indicators, panel mount, snap-in mtg dia. 5/32” (4.0 mm)</td>
<td>PP156-W6</td>
<td>2</td>
</tr>
<tr>
<td>6</td>
<td>Nylon-insert locknut hex 8-32 thread size, 11/32” width, 15/64” height</td>
<td>91333A120</td>
<td>17</td>
</tr>
<tr>
<td>7</td>
<td>Dual ticket door panel – stop bracket</td>
<td>600-00224-01</td>
<td>1</td>
</tr>
<tr>
<td>8</td>
<td>Hinge assembly (.120 pin) – dual ticket door</td>
<td>Hinge assembly (.120 pin) – dual ticket door</td>
<td>1</td>
</tr>
<tr>
<td>10</td>
<td>Switch assy., ticket level sensor</td>
<td>95-4255-00</td>
<td>2</td>
</tr>
<tr>
<td>11</td>
<td>Zinc plated stl. type F thread-cutting screw pan head Philips, 4-40 thread 5/8” L</td>
<td>90087A108</td>
<td>4</td>
</tr>
<tr>
<td>12</td>
<td>7/8” hex nut – SB lock</td>
<td>.875 hex nut – SB lock</td>
<td>1</td>
</tr>
<tr>
<td>13</td>
<td>Regular flat washer #8</td>
<td>Regular FW 0.164</td>
<td>1</td>
</tr>
</tbody>
</table>
# Ticket Display

<table>
<thead>
<tr>
<th>Item No.</th>
<th>Description</th>
<th>Part No.</th>
<th>Qty.</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Mounting plate ticket marquee</td>
<td>908-00106-01</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>Clip, screw mount natural 3/8&quot; hold</td>
<td>WHC-375</td>
<td>8</td>
</tr>
<tr>
<td>3</td>
<td>Spinning wheel arrow</td>
<td>600-00208-02</td>
<td>1</td>
</tr>
<tr>
<td>4</td>
<td>CCFL 3.0 x 300 mm white glass tube (acrylic tube 4-pin connector)</td>
<td>CCFL 6”</td>
<td>2</td>
</tr>
<tr>
<td>5</td>
<td>CCFL 3.0 x 300 mm white glass tube (acrylic tube 4-pin connector)</td>
<td>702-00017-00</td>
<td>2</td>
</tr>
<tr>
<td>6</td>
<td>Nylon insert locknut hex 6-32 thread size 5/16&quot; width 11/64&quot; height</td>
<td>91333A110</td>
<td>10</td>
</tr>
<tr>
<td>7</td>
<td>Flat head machine screw</td>
<td>CR-FHMS 0.19 32x0.5 x 0.5-C</td>
<td>1</td>
</tr>
</tbody>
</table>
Rio Wiring Diagrams
Digit Display MCU

PWM and Motor
Power Connectors

Drivers
Power: Connections, Fusing and Filtering

Discrete Outs: High-CurrentOutputs (3A open drain)
MCU: JM32, USB Supercap-backed devices

Audio
PWM Logic and Output Drivers

I/O Connectors
Digital and ADC Inputs
# Troubleshooting

**Warning:** Review safety chapter before making any adjustments to game.

## General

<table>
<thead>
<tr>
<th>Problem</th>
<th>Possible Cause</th>
<th>Solution</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game does not power up.</td>
<td>Game not plugged in.</td>
<td>Plug game into outlet.</td>
</tr>
<tr>
<td></td>
<td>Game not turned on</td>
<td>Turn on main power switch.</td>
</tr>
<tr>
<td></td>
<td>Fuse is blown.</td>
<td>Check and replace fuse.</td>
</tr>
<tr>
<td></td>
<td>No power to receptacle.</td>
<td>Test outlet and plug game into powered outlet.</td>
</tr>
<tr>
<td></td>
<td>PC not turned on</td>
<td>Turn PC power switch on. Ensure IEC cable tightly plugged in. Trace cable back to source to ensure continuity.</td>
</tr>
</tbody>
</table>

## Problem

<table>
<thead>
<tr>
<th>Problem</th>
<th>Possible Cause</th>
<th>Solution</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game does not load.</td>
<td>Hard drive test reports “bad” or “missing” files.</td>
<td>Recover hard drive.</td>
</tr>
<tr>
<td></td>
<td>Game fails to finish loading.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>After resetting, game still reports an error.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Game suggests inserting a boot DVD</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Erratic game mode or attract mode</td>
<td></td>
</tr>
<tr>
<td></td>
<td>WARNING! Data Files Corrupted.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>(Game Operation May Become Unstable)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Use “Test” Switch to Enter Test Mode and Run “File Test.”</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Press Start To Continue</td>
<td></td>
</tr>
<tr>
<td>Dongle not present</td>
<td>Dongle missing or disconnected</td>
<td>Find dongle and reseat in USB port.</td>
</tr>
<tr>
<td></td>
<td>Faulty USB port</td>
<td>Insert dongle into different USB port.</td>
</tr>
<tr>
<td>No sound</td>
<td>Bad connection</td>
<td>Check connection to speakers.</td>
</tr>
<tr>
<td>Connect RIO Board message or RIO Board Missing</td>
<td>USB cable disconnected</td>
<td>Verify with Device Connection Test. Check USB connection.</td>
</tr>
<tr>
<td></td>
<td>Faulty USB port</td>
<td>Swap connection to another USB port.</td>
</tr>
</tbody>
</table>
### Touchscreen Monitor

<table>
<thead>
<tr>
<th>Problem</th>
<th>Possible Cause</th>
<th>Solution</th>
</tr>
</thead>
<tbody>
<tr>
<td>No video display</td>
<td>No power or signal to monitor</td>
<td>Check and secure all cables to monitor.</td>
</tr>
<tr>
<td>No touch functionality</td>
<td>USB disconnected.</td>
<td>Verify with Device Connection Test. Check USB connection.</td>
</tr>
<tr>
<td></td>
<td>Faulty USB port.</td>
<td>Swap connection to another USB port.</td>
</tr>
<tr>
<td></td>
<td>Screen is dirty.</td>
<td>Clean screen with a non-ammonia based glass cleaner.</td>
</tr>
<tr>
<td>Touch registering at wrong location</td>
<td>Bad calibration.</td>
<td>Verify with Touch Calibration Test. Recalibrate touchscreen.</td>
</tr>
</tbody>
</table>

### Coin/Ticket Meters

<table>
<thead>
<tr>
<th>Problem</th>
<th>Possible Cause</th>
<th>Solution</th>
</tr>
</thead>
<tbody>
<tr>
<td>Meter does not click during test</td>
<td>No pulse to meter</td>
<td>Check all wiring from meter to I/O board.</td>
</tr>
<tr>
<td></td>
<td>Faulty meter</td>
<td>Replace coin meter.</td>
</tr>
</tbody>
</table>

### Ticket Dispensers

<table>
<thead>
<tr>
<th>Problem</th>
<th>Possible Cause</th>
<th>Solution</th>
</tr>
</thead>
<tbody>
<tr>
<td>No tickets dispensed</td>
<td>Bad ticket dispenser</td>
<td>Run Ticket Dispenser Test. Replace dispenser.</td>
</tr>
<tr>
<td></td>
<td>Bad ticket meter</td>
<td>Run Ticket Meter Test. Replace meter</td>
</tr>
<tr>
<td>Red ticket LED stays illuminated</td>
<td>Bad ticket level sensor</td>
<td>Replace sensor</td>
</tr>
<tr>
<td>Red ticket LED does not illuminate</td>
<td>Bad connection/wiring</td>
<td>Verify connection/wiring</td>
</tr>
<tr>
<td></td>
<td>Bad LED</td>
<td>Replace LED</td>
</tr>
</tbody>
</table>

### Cabinet Lights

<table>
<thead>
<tr>
<th>Problem</th>
<th>Possible Cause</th>
<th>Solution</th>
</tr>
</thead>
<tbody>
<tr>
<td>Light does not illuminate in Lamp Test</td>
<td>Bad connection/wiring</td>
<td>Verify connection/wiring</td>
</tr>
<tr>
<td></td>
<td>Bad bulb/LED</td>
<td>Replace bulb/LED</td>
</tr>
</tbody>
</table>
### Ticket Display Matrix

<table>
<thead>
<tr>
<th>Problem</th>
<th>Possible Cause</th>
<th>Solution</th>
</tr>
</thead>
<tbody>
<tr>
<td>No Display or scrambled display</td>
<td>USB disconnected</td>
<td>Verify with Device Connection Test. Check USB connection.</td>
</tr>
<tr>
<td></td>
<td>Faulty USB port</td>
<td>Swap connection to another USB port.</td>
</tr>
<tr>
<td>No lights</td>
<td>Bad connection/wiring</td>
<td>Verify connection/wiring</td>
</tr>
</tbody>
</table>

### Wheel Spinner

<table>
<thead>
<tr>
<th>Problem</th>
<th>Possible Cause</th>
<th>Solution</th>
</tr>
</thead>
<tbody>
<tr>
<td>No response from wheel spinner</td>
<td>USB disconnected</td>
<td>Verify with Device Connection Test. Check USB connection.</td>
</tr>
<tr>
<td></td>
<td>Faulty USB port</td>
<td>Swap connection to another USB port.</td>
</tr>
<tr>
<td></td>
<td>Faulty board/spinner</td>
<td>Replace spinner</td>
</tr>
<tr>
<td></td>
<td>Drive belt too tight or too loose</td>
<td>Adjust belt tensioner.</td>
</tr>
<tr>
<td></td>
<td>Wheel edges are rubbing against cabinet or foreign object.</td>
<td>Check for warping, bent shaft, loose set screw, wiring or foreign objects.</td>
</tr>
<tr>
<td>Weak spin</td>
<td>Loose spinner</td>
<td>Test speed with Spinner Test. If max. speed is less than 0.99, check that spinner is secured tightly.</td>
</tr>
<tr>
<td></td>
<td>Loose wheel</td>
<td>Test speed with Spinner Test. If max. speed is 0.99, check that wheel is secured tightly.</td>
</tr>
<tr>
<td></td>
<td>Drive belt too tight or too loose</td>
<td>Adjust belt tensioner.</td>
</tr>
<tr>
<td></td>
<td>Wheel edges are rubbing against cabinet or foreign object.</td>
<td>Check for warping, bent shaft, loose set screw, wiring or foreign objects.</td>
</tr>
</tbody>
</table>

### Wheel

<table>
<thead>
<tr>
<th>Problem</th>
<th>Possible Cause</th>
<th>Solution</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wheel values displayed on screen don’t match values on the wheel.</td>
<td>Incorrect wheel type selected</td>
<td>Select Wheel Type under Operator Adjustments.</td>
</tr>
<tr>
<td>Wheel alignment incorrect</td>
<td>Verifying wheel is secured tightly. Run Wheel Alignment Test. Adjust alignment as needed.</td>
<td></td>
</tr>
<tr>
<td>Bad home sensor</td>
<td>Replace home sensor PCB</td>
<td></td>
</tr>
<tr>
<td>Wheel doesn’t spin</td>
<td>USB disconnected</td>
<td>Verify with Device Connection Test. Check USB connection.</td>
</tr>
<tr>
<td></td>
<td>Faulty USB port</td>
<td>Swap connection to another USB port.</td>
</tr>
<tr>
<td></td>
<td>Faulty motor</td>
<td>Replace motor.</td>
</tr>
<tr>
<td></td>
<td>Loose/broken motor belt</td>
<td>Check belt.</td>
</tr>
<tr>
<td></td>
<td>Loose wheel</td>
<td>Verify wheel is secured tightly.</td>
</tr>
</tbody>
</table>
## Connection to CoinUp® Troubleshooting

<table>
<thead>
<tr>
<th>Problem</th>
<th>Possible Cause</th>
<th>Solution</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game has IP address and screen says <em>Server Ping Success</em> but Test Connection screen reports Database Ping failure or File Server Ping failure.</td>
<td>Firewall is blocking communication with server.</td>
<td>Read firewall documentation. Ensure configuration allows ICMP Echo. If router has built-in firewall, check router configuration. Enable communication on ports 7786 and 7787.</td>
</tr>
</tbody>
</table>

| Database or File Server is down | Wait 30 minutes and revisit Test Connection screen. If still reporting failure, call CoinUp® service. |

## Ethernet Connection Troubleshooting

<table>
<thead>
<tr>
<th>Problem</th>
<th>Possible Cause</th>
<th>Solution</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game cannot connect to CoinUp® server. No IP address appears under Test Connections menu</td>
<td>No broadband internet service</td>
<td>Contact a local ISP to setup either cable modem or DSL service.</td>
</tr>
</tbody>
</table>

| Wrong router configuration | Configure router for DHCP (Dynamic Host Configuration Protocol). |

| Disconnected Ethernet cable | Check that Ethernet cables are tightly connected at both ends. An audible click confirms tightness. Reboot game. In Diagnostic mode, select Online Menu then select Connection Menu then Test Connection. Confirm that IP address appears. The phrase eth0 must follow IP address. |

| Faulty Ethernet cable | Test cable by connecting it from another PC into router or wall jack. Replace cable if faulty. |

| Faulty Ethernet wall jack. | Plug Ethernet cable into a different jack. |

| Broadband service is down. | Contact ISP. |

| Faulty router | Plug Ethernet cable into different jacks in router. Plug Ethernet cable directly into DSL or cable modem instead of router. Replace router if faulty |

| Faulty network card | Call CoinUp® service |
## Cellular Connection Troubleshooting

<table>
<thead>
<tr>
<th>Problem</th>
<th>Possible Cause</th>
<th>Solution</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game cannot connect to CoinUp® server</td>
<td>Poor connection between cell modem and PC</td>
<td>Check that USB connections at cell modem and PC are tight. Turn off cabinet AC power. Wait 30 seconds and reboot game. If still no connection, enter Diagnostics system and go to Connection Menu. Select Cell Modem Details. If message is <em>No Modem Found or Collecting Data</em>, call CoinUp® service.</td>
</tr>
<tr>
<td>No IP address appears under Test Connections menu</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Faulty cell modem</td>
<td>Ensure PWR LED on cell modem glows green, which means PC is providing modem with power. If no power, swap with working modem. Check modem for obvious damage (dents, burns, smoke damage, broken connectors) If modem seems fine, call CoinUp® service.</td>
<td></td>
</tr>
<tr>
<td>Cell modem connection is good and IP address appears at Test Connection screen. Under Cell Modem Details, signal is weak or nonexistent.</td>
<td>Poor antenna location</td>
<td>Turn off game and move it near window or exterior wall.</td>
</tr>
<tr>
<td>Faulty connection</td>
<td>Check connections between cell modem and antenna. If cable is frayed, broken or looks dried-up, replace it. Replace antenna if it appears damaged.</td>
<td></td>
</tr>
</tbody>
</table>

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## Wi-Fi Connection Troubleshooting

<table>
<thead>
<tr>
<th>Problem</th>
<th>Possible Cause</th>
<th>Solution</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wi-Fi Details status is <em>Not Connected</em> and Adapter is <em>Not Found.</em></td>
<td>A supported USB Wi-Fi adapter is not connected.</td>
<td>Connect a supported Wi-Fi adapter. Turn cabinet AC power off for a minute and reboot.</td>
</tr>
<tr>
<td></td>
<td>Faulty network card</td>
<td>Call CoinUp® service</td>
</tr>
<tr>
<td>Wi-Fi Details status is <em>Not Connected</em>, but a supported adapter is connected.</td>
<td>Wi-Fi network information was not saved.</td>
<td>Configure game to connect to Wi-Fi network at Wi-Fi Setup Menu.</td>
</tr>
<tr>
<td>Wi-Fi Details status remains <em>Locating Access Point ... for more than 5 minutes.</em></td>
<td>Weak signal or interference causing delay in locating access point.</td>
<td>Restart cabinet AC power.</td>
</tr>
<tr>
<td></td>
<td>Wireless access point or router is off or disconnected.</td>
<td>Ensure access point has power. Ensure it is connected to router. Restart access point. Ensure router has power and is connected to cable/DSL modem.</td>
</tr>
<tr>
<td></td>
<td>Network information entered in Wi-Fi Setup does not match information stored in the wireless access point or router.</td>
<td>Re-enter network information. Configure game to connect to network in Wi-Fi Setup Menu. Ensure encryption type, encryption key, SSID and broadcast channel match what is stored in wireless access point or router.</td>
</tr>
<tr>
<td>Wi-Fi Details status remains <em>Obtaining IP Address... for more than 5 minutes.</em></td>
<td>Weak signal or interference delaying negotiation of IP address with router.</td>
<td>Restart cabinet AC power.</td>
</tr>
<tr>
<td></td>
<td>Wireless access point or router is off or disconnected.</td>
<td>Ensure access point has power. Ensure it is connected to router. Ensure router has power and is connected to cable/DSL modem.</td>
</tr>
<tr>
<td>Game has an IP address, but Test Connection menu shows that Server, Database and Fileserver pings all report failures.</td>
<td>Server information is outdated.</td>
<td>In Diagnostics Menu, select Online Menu, then select Online Debug Menu then View Online Debug Details then Server Details and finally Refresh Server Info. After refresh, new host names and IP addresses of CoinUp® servers are displayed.</td>
</tr>
</tbody>
</table>
CoinUp® Operation Overview

Preparation

1. Open a bank debit account.
3. Read and sign the CoinUp® Participating Operator Agreement.
4. Read and sign the CoinUp® Operator Registration Form.
5. To become an authorized operator, fax the forms to (630) 348-2099 or mail them to:
   Play Mechanix™
   800 Roosevelt Road, Suite D-103
   Glen Ellyn, IL 60137

Authorization occurs in just a few days. Login information will be sent via email. Operator cards will arrive by mail within 4-6 weeks.

Optional Setup Steps

- To purchase a cellular modem, read and sign the Cell Modem Service Agreement in the Forms section of this manual. Then fax the completed form to (630) 348-2099.
- To install Wi-Fi, purchase a supported Wi-Fi adapter to connect via wireless network.

Unit Registration

Following installation, after reboot, you will be prompted to register the game.

1. If you skip registration, you can do it later via the diagnostic menu by selecting the Online Menu, then selecting Game Registration Menu, then Game Register.
2. Login manually by entering your operator ID number and PIN.
3. Once logged in, follow the on-screen prompt to add or select a location and complete registration.
4. See Game Registration section for more detailed steps to complete this process.

Access CoinUp® Operator Center

The CoinUp® Operator Center tracks the performance of your games. For example, you can compare performance of different machines at the same location, or even across locations. To access CoinUp® and view your pages, follow the steps below. From there, the site provides guidance. You follow easy prompts and navigate to the statistic, accounting, bookkeeping or performance data that you need.

   The CoinUp® Operator Center is the top page.
2. In the top right corner of the page, enter the account e-mail address.
3. Enter the password.
4. (Optional) To change login information, use the Profile tab.
5. Select locations or products to view.

FCC Compliance: You are solely responsible for FCC compliance on installations.
Network Installation

Installation Process Overview
1. Install the Internet Connection
2. Install software from game restore DVD, if needed.
3. Register the game.

**Damage Possible** Be extra careful when drilling into the cabinet. Be sure not to drill into cabinet components. Drill only into empty space.

Install Ethernet Cable (option 1)
1. Set up DSL or cable modem service through an ISP.
2. Turn off AC power.
3. Unplug the power cord.
4. Center punch a hole for the Ethernet cable.
5. Using a 5/8-inch drill bit, drill a cable hole.
6. Run the Ethernet cable to the cabinet.
7. Route the Ethernet cable through the cabinet hole.
8. Open the back door.
9. Inside the cabinet, dress the Ethernet cable away from other cables and metallic parts.
10. Locate the RJ45 Ethernet jack on the back of the PC.
11. Connect the Ethernet cable to the RJ45 jack on the PC.
12. Close the back door.
13. Plug in power cord.
14. Turn on AC power.

Install Cell Modem (option 2)
1. Set aside the modem, Velcro® strips and extender cable.
2. Turn off AC power.
3. Unplug power cord.
4. Open the back door.
5. Remove the adhesive protection from one side of the Velcro® strips. Keep the Velcro® strips together.
6. Locate a clear and accessible space for the modem near the PC.
7. Lift the modem and stick one side of the strips to the shelf beneath the modem location.
8. Remove the adhesive protection from the free side of the Velcro® strips.
9. Press the modem to the sticky side of the Velcro® strips. Ensure that the modem bonds solidly.
10. In the kit, find the modem extender cable.
11. Connect the modem cable to a USB port on the PC.
12. Connect the other end of the modem cable to the cell modem.
13. (Optional) Install Cell Modem Antenna (see below)
14. Close the back door.
15. Plug in power cord.
16. Turn on AC power.

Install Cell Modem Antenna
A cell modem antenna is optional. However, an antenna will help ensure the best possible connection. Note that the cable is part of the antenna and these instructions cover mounting the antenna to the cabinet roof. However, other locations may provide better reception, such as a wall, near a window, etc.

Antenna Location Guidelines
• Keep the antenna vertical.
• Mount the antenna as high as possible.
• Avoid mounting an antenna near power lines.
• Avoid areas where people could trip on a cable.
• Don’t tempt vandals: If possible, keep the antenna out of plain sight.

**Damage Possible** Be extra careful when drilling into the cabinet. Be sure not to drill into cabinet components. Drill only into empty space.

**Do Not Use Adhesive.** Only use Velcro® strips for mounting antenna. Do not use the factory-applied, permanent adhesive backing. Doing so may damage the antenna and the cabinet when removing the antenna during a cabinet relocation. The warranty does not cover this sort of damage.

Antenna Installation
1. Set aside the antenna and the Velcro® strips from the kit.
2. Turn off AC power.
3. Unplug power cord.
4. Open the back door.
5. In a clear space, center punch the antenna cable hole.
6. Using a 5/8-inch hole bit, drill the hole for the antenna cable. Avoid implosion. Read the warning above.
7. Slide the antenna coaxial cable down the cable hole and into the cabinet.
8. Remove the protective strip from one side of the Velcro® strips. Keep the hook and loop Velcro® strips together.
9. Mount the sticky side of the Velcro® strips to the bottom of the antenna. You can apply the Velcro® sticky side to the adhesive on the antenna base. Do not let the antenna adhesive come into contact with the cabinet. The Velcro® must separate the antenna adhesive and the cabinet.
10. Remove the adhesive protection from the free side of the Velcro® strip.
11. Mount the free side of the Velcro® strip to the roof.
12. Dress the antenna coaxial cable away from other cables and metallic parts.
13. Connect the antenna cable plug to the jack on the modem.
14. Close the back door.
15. Plug in power cord.
16. Turn on AC power.

**Install Wi-Fi Adapter (option 3)**

First, obtain one of the supported USB Wi-Fi adapters listed below.

**WARNING** Do not install the software that comes with the adapter. Wheel of Fortune already runs appropriate Wi-Fi software.

<table>
<thead>
<tr>
<th>ADAPTER MODEL</th>
<th>Supported Networks</th>
<th>Disabled</th>
<th>WEP</th>
<th>WPA-Personal + TKIP encryption</th>
<th>WPA-Personal + AES encryption</th>
<th>WPA2-Personal (AES encryption)</th>
<th>WPA2-Mixed (TKIP &amp; AES)</th>
<th>WPA Enterprise</th>
<th>RADIUS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Linksys WUSB54G (version 4)</td>
<td>802.11b/g</td>
<td>YES</td>
<td>YES</td>
<td>YES</td>
<td>NO</td>
<td>NO</td>
<td>NO</td>
<td>NO</td>
<td>NO</td>
</tr>
<tr>
<td>Rosewill RNX-G1 RNX-G1W</td>
<td>802.11b/g</td>
<td>YES</td>
<td>YES</td>
<td>YES</td>
<td>YES</td>
<td>YES</td>
<td>YES</td>
<td>NO</td>
<td>NO</td>
</tr>
<tr>
<td>Netgear WG111 (version 2)</td>
<td>802.11b/g</td>
<td>YES</td>
<td>YES</td>
<td>YES</td>
<td>YES</td>
<td>YES</td>
<td>YES</td>
<td>NO</td>
<td>NO</td>
</tr>
<tr>
<td>D-Link DWA-140 (version 81)</td>
<td>802.11b/g</td>
<td>YES</td>
<td>YES</td>
<td>YES</td>
<td>YES</td>
<td>YES</td>
<td>YES</td>
<td>NO</td>
<td>NO</td>
</tr>
<tr>
<td>Belkin F5D8053 (version 3000)</td>
<td>802.11b/g/n</td>
<td>YES</td>
<td>YES</td>
<td>YES</td>
<td>YES</td>
<td>YES</td>
<td>YES</td>
<td>NO</td>
<td>NO</td>
</tr>
<tr>
<td>Linksys WUSB600N (version 1.0)</td>
<td>802.11b/g/n</td>
<td>YES</td>
<td>YES</td>
<td>YES</td>
<td>YES</td>
<td>YES</td>
<td>YES</td>
<td>NO</td>
<td>NO</td>
</tr>
</tbody>
</table>

*Supported Wi-Fi Adapter Compatibility Chart*

Once you have obtained a Wi-Fi adapter, follow this procedure to install it.

**Wi-Fi Installation**

1. Turn off cabinet AC power.
2. Unplug power cord.
3. Open the back door.
4. Mount Wi-Fi adapter inside cabinet as high as possible using Velcro®.
5. If necessary, use a USB extension cable to connect adapter to PC.
   
   *Most supported adapters come with a USB extension cable.*
6. Connect cable to a USB port on the PC.
7. Close back door.
8. Plug in power cord.
9. Turn on AC power.
10. Complete Wi-Fi software setup.
    
    Wheel of Fortune will not connect properly to CoinUp® until setup is successfully completed.

**Wi-Fi Software setup**

**WARNING** Do not install the software that comes with the Wi-Fi adapter. Wheel of Fortune already runs appropriate Wi-Fi software.
Prepare for Setup

1. Log into wireless access point or router.
2. Write down Wi-Fi network information on a sheet of paper:
   - SSID (network name)
   - Broadcast Channel
   - Encryption Type (WEP 64-bit, WEP 128-bit, WEP 256-bit, WPA-PSK + TKIP encryption, WPA-PSK + AES encryption, WPA2)
   - Encryption Key (Different encryption types require different types of keys. See chart below for examples)

<table>
<thead>
<tr>
<th>Encryption Type</th>
<th>Key Details</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>WEP (64-bit)</td>
<td>10 hexadecimal characters</td>
<td>5E2C6D4E24</td>
</tr>
<tr>
<td>WEP (128-bit)</td>
<td>26 hexadecimal characters</td>
<td>326C2D335A5A48386B5D763954</td>
</tr>
<tr>
<td>WEP (256-bit)</td>
<td>58 hexadecimal characters</td>
<td>373A786E625676266E7156345741312F4433427C48536E7A695E7C3E75</td>
</tr>
<tr>
<td>WPA-PSK (AES)</td>
<td>ASCII pass phrase</td>
<td>$3CurE_pA$sPhRa$s e</td>
</tr>
<tr>
<td>WPA-PSK (TKIP)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>WPA2 (AES + TKIP)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Encryption Key Examples

Network SSID

1. Enter Diagnostics mode.
2. Select Online Menu, then select Wi-Fi Menu and select Wi-Fi Setup.
3. Select Scan Networks to look for nearby Wi-Fi networks.
   - Depending on settings, networks may not broadcast their SSID.
   - These networks are displayed as ***HIDDEN***
   - To use a hidden network, select it, then enter the SSID manually when prompted.
4. Scroll through the detailed list to locate your network.
5. If network does not appear in list, Exit to previous menu and select Enter Manually, then enter SSID, encryption type, key and broadcast channel.
6. Select Use this Network to continue.

Encryption Type

1. From the list of encryption types, scroll through and highlight the appropriate type.
2. Select Use This Encryption to Continue

Encryption Key

If the encryption type is disabled/open, skip this section, because there is no key.

1. At the Enter WPA Key screen, enter access point or router WPA Key (from information gathered during preparation earlier)
2. Select yellow < and > symbols to switch between letters, numbers and symbols.
3. On the letters page, select UPPER or lower to change case of letters
4. Select OK to continue.
Broadcast Channel
This section applies only if the SSID was entered manually.
1. Scroll through the list to highlight the appropriate channel.
2. If you are unsure of the correct broadcast channel, select Auto
3. Select use This Channel to continue.

Confirm Settings
1. Note the SSID, Encryption Type, Encryption Key and Channel on the confirmation screen.
2. If the information is incorrect, select Start Over to return to the Wi-Fi menu.
3. If the information is correct, select Save Settings to store the information.
   The game automatically reboots.

Wi-Fi Details Status Messages
After reboot, Wheel of Fortune attempts to connect to the wireless network using saved information. To see real-time connection status, enter the Diagnostics system and select Online Menu. Then select Wi-Fi Menu and then Wi-Fi Details. Below are the possible status messages. See Troubleshooting for further instructions.

Connected
The game has located wireless access point or router and successfully obtained an IP Address. The game is online and ready to be registered with CoinUp®.

Not Connected
The game is neither connected to a Wi-Fi network nor attempting to connect. Either no Wi-Fi adapter is connected to the PC, or Wi-Fi Setup procedure was not completed.

1. If Adapter status is Not Found, ensure a supported Wi-Fi adapter with correct version is connected.
2. If Adapter status shows the name of the adapter, ensure SSID status is also correct.

Locating Access Point...
A Wi-Fi adapter is connected to the PC and network information was saved. The game is trying to find an access point broadcasting a network with the saved information.

If game remains in this status more than five minutes, either the network information entered was incorrect, or the game cannot communicate with the access point.

1. Reboot game and return to Wi-Fi Details again.
2. If another five minutes pass with the same status, return to Wi-Fi Setup and re-enter network information.
3. Check network signal strength by scanning for available networks in Wi-Fi Setup.
4. If signal is weak, unplug AC power and move cabinet closer to the access point.
**Obtaining IP Address**

Wheel of Fortune has found wireless access point or router and is acquiring an IP Address.

1. If this status displays for more than 5 minutes, reboot game.
2. Recheck status after reboot.

**Game Registration**

After the reboot following CoinUp® installation, you will be prompted to register your location. You can also register by entering the Diagnostic menu, selecting Online Menu, then Game Registration Menu and Game Register.

1. Press the START button to login manually. Enter ID and pin when prompted.
2. The Select A Location screen appears.
3. The game downloads your locations from the CoinUp® server database automatically.
4. Scroll through the list to highlight the appropriate location.
5. Select Use This Location to continue.
6. If the location is not on the list, select Add New Location to continue.
7. When adding a new location, select each letter and then click OK to confirm.
8. After location is chosen, a confirmation screen is displayed.
9. The game checks for updates and messages, then enters Attract mode.
10. Cell Modem and Wi-Fi users: Check signal strength indicator.
   - In Attract Mode, look for a five-segment bar graph. You should see the graph in the bottom-left corner of your screen. (The indicator appears on all Attract Mode screens.)
   - Ethernet games also display the graph. Broadband signal strength is constant. When connected, it displays five green bars. When disconnected, the graph shows no bars.

**Checking the Connection**

**Cell Users**

1. Enter Diagnostic mode by pressing the TEST service button.
2. Select Online Menu—Connection Details—Cell Modem Details.
3. Note the signal strength, which appears as a fraction with a 5 in the denominator.
   - A strong signal is 5/5; a weak signal is 1/5 or 2/5.
4. If strength is below 3/5, reposition the cell antenna and recheck signal strength.

**Wi-Fi Users**

1. Enter Diagnostic mode by pressing the TEST service button.
2. Select Online Menu, then select Wi-Fi Menu and Wi-Fi Details.
3. Note the signal strength. More green bars is better.
4. Note the link quality. A higher percent is better.
5. If either link quality or signal strength is low, try repositioning the adapter.
Wheel of Fortune

All Users
1. Enter Diagnostic mode by pressing the TEST service button.
2. Select Online Menu then select Test Connection.
3. Watch as the game confirms that:
   • It can obtain a valid IP address.
   • It can contact the CoinUp® server.
   • It can access the CoinUp® database.
   • It can access the CoinUp® file server.
4. The right side of the screen reports test results: SUCCESS or FAILURE.
   The only acceptable result is four SUCCESS indications.
   If any test results in FAILURE, see the Troubleshooting chapter or call your distributor.

Online Operation

1. Ensure game remains connected to the Wi-Fi, cellular, or Ethernet network.
2. The hard drive stores data about the game location. If the hard drive is removed from the PC, important data will be lost. Do not swap or replace drives without authorization from CoinUp® management.
3. Keep game location data accurate. Before moving a game, have the PC communicate with the server, then unregister the game. Re-register the game with updated information at the new location.

Collection Procedure
The CoinUp® server tracks various book-keeping statistics including collections. To see them, log on to the CoinUp® Operator Center page at www.coinup.com and go to the Reports section.

1. During a normal collection, enter the Diagnostics system and select Collections.
2. Review the entire report.
   The system calculates Gross Collection from the last time the report screen was cleared. This figure and the actual collection should agree.
3. Select Send Collections Message.
4. After sending the collections, coin related audits are automatically reset.
   This allows coin audits to accurately reflect earnings since the last collection. If you don’t send collections, the next collection won’t match the figures on the Collections screen and you will not be able to view your collections on www.coinup.com.
   If you wish to reset the other game audits, go to Reset Menu and select Reset Game Audits.
5. Split collection with location as usual.
   CoinUp® debits your account for its portion.
Wheel of Fortune Fee Schedule

Pricing is subject to change without notice.

For certain online features, CoinUp® collects a small portion of game revenue at a fixed rate that operators cannot adjust. This portion is included in the player cost for any online play. The location portion of most game features can be adjusted through www.coinup.com under the Game Machines section, or at the game, by entering the Diagnostic menu system and selecting Operator Adjustments then selecting Player Cost. Make adjustments to each game.

### CoinUp® Fee Schedule

<table>
<thead>
<tr>
<th>Service</th>
<th>Operator</th>
<th>CoinUp</th>
<th>Total</th>
<th>Who Pays</th>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td>Basic Play</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1 Spin Start Cost</td>
<td>$1.00</td>
<td>$0.00</td>
<td>$1.00</td>
<td>Player, at game</td>
<td>Operator portion is adjustable</td>
</tr>
<tr>
<td>3 Spin Start Cost</td>
<td>$2.00</td>
<td>$0.00</td>
<td>$2.00</td>
<td>Player, at game</td>
<td>Operator portion is adjustable</td>
</tr>
<tr>
<td>Advertisement Download</td>
<td>N/A</td>
<td>$0.00</td>
<td>$0.00</td>
<td>Operator</td>
<td>N/A</td>
</tr>
<tr>
<td>Monthly Cell Service</td>
<td>N/A</td>
<td>$27.00</td>
<td>$27.00</td>
<td>Operator</td>
<td>Taxes and fees from cell provider</td>
</tr>
</tbody>
</table>

Operator discount is based on monthly CoinUp® fees per unit.

<table>
<thead>
<tr>
<th>Monthly Fee per Unit</th>
<th>Discount</th>
</tr>
</thead>
<tbody>
<tr>
<td>$0-$250</td>
<td>5.00%</td>
</tr>
<tr>
<td>$251-$500</td>
<td>6.00%</td>
</tr>
<tr>
<td>$500 and above</td>
<td>7.00%</td>
</tr>
</tbody>
</table>

Note: discounts are not applicable to the monthly cellular service charges.

### Accounting Guidelines

After the close of each billing cycle, the monthly CoinUp® billing statement, itemizing the costs of online services, is viewable through the operator account at www.coinup.com.

The statement shows the approximate date of the automatic debit, allowing time to deposit appropriate funds. The automatic debit charges the bank account submitted on your debit account form.

CoinUp® honors company checks but must receive them three or more business days before the debit date.

Late or delinquent deposits may exclude your game from access to online features and incur late fees.
Forms

All forms required to setup a CoinUp® account are in this section. Photocopy the form, fill it out, then sign and fax (or mail) it to the numbers or addresses on the back cover of this manual.

Authorization Agreement for Automated Payment

Participating Operator Agreement

Operator Registration

Cell Modem Service Agreement
## Authorization Agreement for Automated Payments

I (we) hereby authorize Play Mechanix™ to initiate debit entries to my (our) bank account below at the depository financial institution named below, hereinafter called DEPOSITOR and to debit the same such account. To correct errors, I (we) authorize Play Mechanix™ to initiate credit entries to my (our) account below at DEPOSITOR and to credit the same account. I (we) acknowledge that the origination of ACH transactions to my (our) account must comply with the provisions of U.S. law. I (we) attach an unsigned and void check for a checking account for my (our) account indicated below. For savings account, I (we) attach document on bank letterhead containing Bank Routing Number and my (our) Account Number or a bank deposit slip for my (our) savings account.

<table>
<thead>
<tr>
<th>Company Name</th>
<th>☐ Checking Account</th>
<th>☐ Savings Account</th>
</tr>
</thead>
<tbody>
<tr>
<td>Address</td>
<td>Bank Account Number</td>
<td></td>
</tr>
<tr>
<td>City, State, Zip</td>
<td>ABA Bank routing number</td>
<td></td>
</tr>
<tr>
<td>Company Contact</td>
<td>Bank Name</td>
<td></td>
</tr>
<tr>
<td>Phone Number</td>
<td>Fax number</td>
<td>Bank Address</td>
</tr>
<tr>
<td>( )</td>
<td>( )</td>
<td></td>
</tr>
<tr>
<td>Email Address</td>
<td>City, State, Zip</td>
<td></td>
</tr>
<tr>
<td>Distributor</td>
<td>Bank Phone Number ( )</td>
<td></td>
</tr>
</tbody>
</table>

**NOTICE.** To assist in verifying data, attach an unsigned, void, blank check or deposit slip from your account.

This authorization is to remain in full force and effect until Play Mechanix™ has received written notification from me (us) of its termination in such time and in such manner as to afford Play Mechanix™ and DEPOSITOR a reasonable opportunity to act on it.

**NOTE:** All written debit authorizations **MUST** provide that the receiver may revoke the authorization only by notifying the originator in the manner specified in the authorization.

<table>
<thead>
<tr>
<th>Authorized Signature</th>
<th>Title</th>
<th>Date</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

(Signature must accompany this form.)

**Mail or fax completed form to** Play Mechanix™
800 Roosevelt Road, Suite D-103, Glen Ellyn, IL 60137

- Phone (630) 942-1070
- Fax (630) 942-1073
- Fax (630) 348-2099

*For processing, allow 6 to 10 business days.*
Participating Operator Agreement

This Participating Operator Agreement (this “Agreement”) is dated as of this _____ day of ________________, 20___, by and between Play Mechanix, Inc., an Illinois corporation with offices at 800 Roosevelt Road, Suite D-103, Glen Ellyn, Illinois 60137 (“Play Mechanix”), and ______________________________________________________________________ (“Operator” or “You”)

In consideration of mutual promises and other valuable consideration, the parties agree as follows.

1. APPLICATION

1.1 This Agreement applies to your use of Play Mechanix’ CoinUp® enabled products, software, services and web sites (referred to collectively as the “Services” in this document). The Agreement is valid for one year from the date above and shall automatically renew for one year on the anniversary date of this Agreement unless otherwise cancelled in writing.

1.2 Unless otherwise agreed in writing with Play Mechanix, your agreement with Play Mechanix will always include, at a minimum, the terms and conditions set out in this Agreement.

2. ACCEPTING THE TERMS

In order to use the Services, You must first agree to the terms and provisions of this Agreement (the “Terms”). You may not use the Services if You do not accept the Terms. You can accept the Terms by signing the bottom of this Agreement.

3. PROVISION OF THE SERVICES BY Play Mechanix™

3.1 Play Mechanix agrees to:

- Provide access to CoinUp® servers via Operator’s video game(s) that contain CoinUp® enabled software.
- Run CoinUp® sponsored tournaments from time to time throughout the year and include Operator’s video games(s) in such tournaments to the extent that federal, state and local laws provide.
- Take responsibility for fulfillment and distribution of CoinUp® sponsored tournament prizes.
- Manage and support CoinUp® players’ online Trophy Club™ and allow players access to their statistics via www.bigbuckhunter.com and www.coinup.com.
- Provide billing statements to Operator. Play Mechanix will make an electronic copy of the Operator’s monthly bill available online at www.coinup.com at least four business days before automatically debiting fees due according to the Authorization Agreement (defined in Paragraph 4.1 below). (These fees accrue to Play Mechanix.)
- Provide periodic statements for CoinUp® entry fees, and IRS 1099 reporting for CoinUp® sponsored prize awards.
- Warrant CoinUp® online kit parts for 90-day replacement against defects in materials and workmanship.
- Promote the CoinUp®, CoinUp® sponsored tournaments and gameplay on Play Mechanix products.

3.2 YOU ACKNOWLEDGE AND AGREE THAT PLAY MECHANIX WILL NOT PROVIDE PRIZES FOR TOURNAMENTS THAT ARE CUSTOM CREATED BY THE OPERATOR, THOSE PRIZE AWARDS WILL BE THE SOLE RESPONSIBILITY OF THE OPERATOR.

3.3 Play Mechanix is constantly innovating in order to provide the best possible experience for its users. You acknowledge and agree that the form and nature of the Services which Play Mechanix provides may change from time to time without prior notice to You.

3.4 As part of this continuing innovation, You acknowledge and agree that Play Mechanix may stop (permanently or temporarily) providing the Services (or any features within the Services) to You or to users generally at Play Mechanix’ sole discretion, without prior notice to You.
4. USE OF SERVICES BY OPERATOR

4.1 Operator agrees to...

- Properly register Operator’s video games that utilize the CoinUp® system and keep each game’s location information accurate.
- Keep Operator’s account profile information on the CoinUp® servers up to date and accurate via the www.coinup.com website.
- Ensure that CoinUp® sponsored tournament rules and regulations are followed on location and report non-compliance or cheating immediately to Play Mechanix.
- Report significant malfunctions of equipment and software to Play Mechanix.
- Keep Operator’s account profile information on the CoinUp® servers up to date and accurate via the www.coinup.com website.
- Ensure that CoinUp® sponsored tournament rules and regulations are followed on location and report non-compliance or cheating immediately to Play Mechanix.
- Report significant malfunctions of equipment and software to Play Mechanix.
- The schedule of CoinUp® fees that will be charged for usage of the CoinUp® system may change from time to time. The current CoinUp® Fee Schedule is available by request from www.coinup.com. Operator further agrees that the CoinUp® Fee Schedule that is contained in the documents section of www.coinup.com at the time of signing this Agreement is the version that shall apply.
- Ensure adequate funds are available in the account specified in the Authorization Agreement to pay monthly bills due Play Mechanix pursuant to the terms of the Authorization Agreement. A $40.00 late fee will apply for insufficient funds available for transfer.
- To use the Services only for purposes that are permitted by (a) the Terms and (b) any applicable law, regulation or generally accepted practices or guidelines in the relevant jurisdictions.
- Be responsible for fulfillment of prizes to participants in contests custom created by Operator using the CoinUp® system and do so in a prompt and accurate manner.
- Allow Play Mechanix to place corporate sponsorships and advertisements on CoinUp® enabled video games.
- You agree not to access (or attempt to access) any of the Services by any means other than through the interface(s) provided by Play Mechanix.
- You agree that You will not engage in any activity that interferes with or disrupts the Services (or the servers and networks which are connected to the Services).
- You agree that You will not reproduce, duplicate, copy, sell, trade or resell the Services for any purpose.
- Operator agrees that any violation of the Terms shall be grounds for immediate termination by Play Mechanix of this Agreement.

5. TOURNAMENT PROCEEDS & TAXES & LEGALITY

The Operator agrees to pay taxes, fees, licenses and assessments (“Fees”) on CoinUp® monies that may become due as a result of using Services. Operator shall insure that the operation of the CoinUp® system is conforming with all local, and state laws; and shall not operate the CoinUp® system in any jurisdiction where it is illegal to do so.

6. PASSWORDS AND ACCOUNT SECURITY

6.1 You agree and understand that You are responsible for maintaining the confidentiality of passwords associated with any account You use to access the Services.

6.2 Accordingly, You agree that You are responsible to Play Mechanix for all activities that occur under your account.

6.3 If You become aware of any unauthorized use of your password or of your account, You agree to notify Play Mechanix immediately.
### 7. CONTENT IN THE SERVICES

7.1 You understand that all information (such as data files, written text, music, audio files or other sounds, photographs, videos or other images) which You may have access to as part of, or through your use of, the Services (all such information is referred to below as the “Content”) is the sole responsibility of the person from which such Content originated.

7.2 You should be aware that Content presented to You as part of the Services, including but not limited to advertisements in the Services and sponsored Content within the Services may be protected by intellectual property rights which are owned by the sponsors or advertisers who provide that Content to Play Mechanix (or by other persons or companies on their behalf). You may not modify, rent, lease, loan, sell, distribute or create derivative works based on this Content (either in whole or in part) unless You have been specifically told that You may do so by Play Mechanix or by the owners of that Content, as the case may be, in a separate written agreement.

7.3 Play Mechanix reserves the right (but shall have no obligation) to pre-screen, review, flag, filter, modify, refuse or remove any or all Content from any Services.

7.4 You agree that You are solely responsible for (and that Play Mechanix has no responsibility to You or to any third party for) any Content that You submit, post, transmit or display on, or through, the Services (all such Content is referred to below as the “Operator Content”) and for the consequences of your actions (including any loss or damage which Play Mechanix may suffer) by doing so.

7.5 You agree that You will not willfully or knowingly upload Operator Content to the CoinUp® servers that violates the copyright or trademark of another individual or entity; provided, however, you agree to indemnify Play Mechanix for any losses it may sustain as a result of such upload that violates the copyright or trademark of another individual or entity, whether or not such violation was committed willfully or knowingly.

### 8. PROPRIETARY RIGHTS

8.1 During the course of this Agreement, You may become aware of information relating to the Play Mechanix’ products, software research and development, inventions, processes, techniques, designs or other technical or business information, including, but not limited to information relating to the Software and the Services and proprietary information developed by Play Mechanix in the course of developing and producing the Software and the Services. All such information and all physical forms thereof, including the Terms, whether disclosed to You before or after this Agreement is signed, are considered by Play Mechanix to be proprietary and confidential, and shall be hereinafter collectively referred to as the “Proprietary Information”.

8.2 Both during the term of this Agreement and after this Agreement is terminated, You agree that, except as authorized by this Agreement or in writing by Play Mechanix, You will: (i) preserve and protect the confidentiality of all Proprietary Information; (ii) not disclose or otherwise disseminate to anyone, except as necessary to carry out the Terms, the existence, source, content or substance of the Proprietary Information; (iii) not use Proprietary Information in any way other than in furtherance of this Agreement; and (iv) not disclose, use or copy any information or materials received in confidence by You during the course of this Agreement from a third party or about a third party.

8.3 You acknowledge and agree that Play Mechanix (or Play Mechanix’ licensors) own all legal right, title and interest in and to the Services, including any intellectual property rights which subsist in the Services (whether those rights happen to be registered or not, and wherever in the world those rights may exist). You further acknowledge that the Services contain information which is designated confidential by Play Mechanix and that You shall not disclose such information without Play Mechanix’ prior written consent.

8.4 Unless You have agreed otherwise in writing with Play Mechanix, nothing in the Terms gives You a right to use any of Play Mechanix’ trade names, trademarks, service marks, logos, domain names and other distinctive brand features.

8.5 Other than the Operator Content License described in Section 10 below, Play Mechanix acknowledges and agrees that it obtains no right, title or interest from You (or your licensors) under these Terms in or to the Operator Content, including any intellectual property rights which subsist in the Operator Content (whether those rights happen to be registered or not, and wherever in the world those rights may exist). Unless You have agreed otherwise in writing with Play Mechanix, You agree that You are responsible for protecting and enforcing such rights and that Play Mechanix has no obligation to do so on your behalf. Play Mechanix further acknowledges that servers may contain information which is designated confidential by You.
9. LICENSE FROM Play Mechanix™

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9.2 You may not (and You may not permit anyone else to) copy, modify, create a derivative work of, reverse engineer, decompile or otherwise attempt to extract the source code of the Software or any part thereof, unless it is expressly required by law, or unless You have been specifically told that You may do so by Play Mechanix in writing.

9.3 Unless Play Mechanix has given You specific written permission to do so, You may not assign (or grant a sublicense of) your rights to the Software License, grant a security interest in or over your rights to the Software License, or otherwise transfer any part of your rights to the Software License.

10. CONTENT LICENSE FROM YOU

10.1 You retain copyright and any other rights You already hold in the Operator Content. By submitting, posting or displaying the Operator Content, You give Play Mechanix a perpetual, irrevocable, worldwide, royalty-free, paid-up and non-exclusive license (the “Operator Content License”) to reproduce, adapt, modify, translate, publish, publicly perform, publicly display and distribute the Operator Content. The Operator Content License is for the sole purpose of enabling Play Mechanix to display, distribute and promote the Services.

10.2 You agree that the Operator Content License includes a right for Play Mechanix to make the Operator Content available to other companies, organizations or individuals with whom Play Mechanix has relationships for the provision of syndicated services, and to use the Operator Content in connection with the provision of those services.

10.3 You understand that Play Mechanix, in performing the required technical steps to provide the Services to our users, may (a) transmit or distribute the Operator Content over various public networks and in various media; and (b) make such changes to the Operator Content as are necessary to conform and adapt the Operator Content to the technical requirements of connecting networks, devices, services or media. You agree that the Operator Content License shall permit Play Mechanix to take these actions.

10.4 You confirm and warrant to Play Mechanix that You have all the rights, power and authority necessary to grant the Operator Content License described in this Section 10.

11. SOFTWARE UPDATES

11.1 The Software which You use may automatically download and install updates from time to time from Play Mechanix. These updates are designed to improve, enhance and further develop the Services and may take the form of bug fixes, enhanced functions, new software modules and completely new versions. You agree to receive such updates (and permit Play Mechanix to deliver these to You) as part of your use of the Services.
12. EXCLUSION OF WARRANTIES

12.1 NOTHING IN THESE TERMS, INCLUDING SECTIONS 12 AND 13, SHALL EXCLUDE OR LIMIT PLAY MECHANIX’ WARRANTY OR LIABILITY FOR LOSSES WHICH MAY NOT BE LAWFULLY EXCLUDED OR LIMITED BY APPLICABLE LAW. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF CERTAIN WARRANTIES OR CONDITIONS OR THE LIMITATION OR EXCLUSION OF LIABILITY FOR LOSS OR DAMAGE CAUSED BY NEGLIGENCE, BREACH OF CONTRACT OR BREACH OF IMPLIED TERMS, OR INCIDENTAL OR CONSEQUENTIAL DAMAGES. ACCORDINGLY, ONLY THE LIMITATIONS WHICH ARE LAWFUL IN YOUR JURISDICTION WILL APPLY TO YOU AND OUR LIABILITY WILL BE LIMITED TO THE MAXIMUM EXTENT PERMITTED BY LAW.

12.2 YOU EXPRESSLY UNDERSTAND AND AGREE THAT YOUR USE OF THE SERVICES IS AT YOUR SOLE RISK AND THAT THE SERVICES ARE PROVIDED "AS IS" AND “AS AVAILABLE.”

12.3 IN PARTICULAR, PLAY MECHANIX, ITS PARENT, ITS SUBSIDIARIES AND AFFILIATES, AND ITS LICENSORS DO NOT REPRESENT OR WARRANT TO YOU THAT:

(A) YOUR USE OF THE SERVICES WILL MEET YOUR REQUIREMENTS;
(B) YOUR USE OF THE SERVICES WILL BE UNINTERRUPTED, TIMELY, SECURE OR FREE FROM ERROR;
(C) ANY INFORMATION OBTAINED BY YOU AS A RESULT OF YOUR USE OF THE SERVICES WILL BE ACCURATE OR RELIABLE; AND
(D) THAT DEFECTS IN THE OPERATION OR FUNCTIONALITY OF ANY SOFTWARE PROVIDED TO YOU AS PART OF THE SERVICES WILL BE CORRECTED.

12.4 YOU EXPRESSLY UNDERSTAND AND AGREE THAT ANY MATERIAL DOWNLOADED OR OTHERWISE OBTAINED THROUGH THE USE OF THE SERVICES IS DONE AT YOUR OWN DISCRETION AND RISK AND THAT YOU WILL BE SOLELY RESPONSIBLE FOR ANY DAMAGE TO YOUR COMPUTER SYSTEM OR OTHER DEVICE OR LOSS OF DATA THAT RESULTS FROM THE DOWNLOAD OF ANY SUCH MATERIAL.

12.5 YOU EXPRESSLY UNDERSTAND AND AGREE NO ADVICE OR INFORMATION, WHETHER ORAL OR WRITTEN, OBTAINED BY YOU FROM PLAY MECHANIX OR THROUGH OR FROM THE SERVICES SHALL CREATE ANY WARRANTY NOT EXPRESSLY STATED IN THE TERMS.

12.6 PLAY MECHANIX FURTHER EXPRESSLY DISCLAIMS ALL WARRANTIES AND CONDITIONS OF ANY KIND, WHETHER EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO THE IMPLIED WARRANTIES AND CONDITIONS OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT.

13. LIMITATION OF LIABILITY

13.1 SUBJECT TO THE PROVISIONS OF PARAGRAPH 12.1 ABOVE, YOU EXPRESSLY UNDERSTAND AND AGREE THAT PLAY MECHANIX, ITS PARENT, ITS SUBSIDIARIES AND AFFILIATES, AND ITS LICENSORS SHALL NOT BE LIABLE TO YOU FOR:

(A) ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL CONSEQUENTIAL OR EXEMPLARY DAMAGES WHICH MAY BE INCURRED BY YOU, HOWEVER CAUSED AND UNDER ANY THEORY OF LIABILITY. THIS SHALL INCLUDE, BUT NOT BE LIMITED TO, ANY LOSS OF PROFIT (WHETHER INCURRED DIRECTLY OR INDIRECTLY), ANY LOSS OF GOODWILL OR BUSINESS REPUTATION, ANY LOSS OF DATA SUFFERED, COST OF PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES, OR OTHER INTANGIBLE LOSS; OR
(B) ANY LOSS OR DAMAGE WHICH MAY BE INCURRED BY YOU, INCLUDING BUT NOT LIMITED TO LOSS OR DAMAGE AS A RESULT OF:

(I) ANY RELIANCE PLACED BY YOU ON THE COMPLETENESS, ACCURACY OR EXISTENCE OF ANY ADVERTISING, OR AS A RESULT OF ANY RELATIONSHIP OR TRANSACTION BETWEEN YOU AND ANY ADVERTISER OR SPONSOR WHOSE ADVERTISING APPEARS ON THE SERVICES; OR

(II) ANY CHANGES WHICH PLAY MECHANIX MAY MAKE TO THE SERVICES, OR FOR ANY PERMANENT OR TEMPORARY CESSIONATION IN THE PROVISION OF THE SERVICES (OR ANY FEATURES WITHIN THE SERVICES); OR

(III) THE DELETION, CORRUPTION OF, OR FAILURE TO STORE, ANY CONTENT AND OTHER COMMUNICATIONS DATA MAINTAINED OR TRANSMITTED BY OR THROUGH YOUR USE OF THE SERVICES; OR

(IV) YOUR FAILURE TO PROVIDE PLAY MECHANIX WITH ACCURATE ACCOUNT INFORMATION; OR

(V) YOUR FAILURE TO KEEP YOUR PASSWORD OR ACCOUNT DETAILS SECURE AND CONFIDENTIAL.
13.2 THE LIMITATIONS ON PLAY MECHANIX’ LIABILITY TO YOU IN PARAGRAPH 13.1 ABOVE SHALL APPLY WHETHER OR NOT PLAY MECHANIX HAS BEEN ADVISED OF OR SHOULD HAVE BEEN AWARE OF THE POSSIBILITY OF ANY SUCH LOSSES ARISING.

14. COPYRIGHT AND TRADEMARK POLICY

14.1 It is Play Mechanix’ policy to respond to notices of alleged copyright infringement that comply with applicable international intellectual property law (including, in the United States, the Digital Millennium Copyright Act) and to terminate the accounts of infringers.

15. MISCELLANEOUS

15.1 This Agreement shall be governed and interpreted in accordance with the substantive laws of the State of Illinois. The parties agree that any litigation for injunctive relief shall be resolved in the state or federal courts within Cook County, Illinois.

15.2 Should any provision of this Agreement be held void, invalid or inoperative, by a Court of competent jurisdiction, the remaining provisions of this Agreement shall not be affected and shall continue in full force and effect.

15.3 This Agreement states the entire agreement between parties with respect to the subject hereof and supersedes all prior oral and written negotiations, understandings and agreements between the parties hereto concerning the subject matter hereof. No amendment or modification of this Agreement shall be made except by an instrument in writing signed by both parties.

15.4 No waiver of any of the provisions of this Agreement or any breach thereof or failure of any condition therein shall be deemed, or shall constitute, a waiver of any other provision, whether or not similar, nor shall any waiver constitute a continuing waiver. No waiver shall be implied from any conduct or course of conduct of any party. No waiver shall be binding unless executed in writing the by the party making the waiver.

15.5 Subject to the restrictions on transfer herein, this Agreement shall inure to the benefit of and be binding upon Play Mechanix and Operator and their respective heirs, executors, trustees, beneficiaries, legal representatives, successors and assigns.

15.6 Except for Play Mechanix’ parent corporation, no other person, corporation, partnership or other entity, shareholder, director, officer, employee, independent contractor, vendor, customer or any other third party shall be deemed to be a third party beneficiary of any provisions herein.

By

OPERATOR LEGAL COMPANY NAME    OPERATOR SIGNATURE

Play Mechanix™ Inc., an Illinois corporation    Play Mechanix™ Authorized Signature
Operator Registration Form

Before you register games, you must register an operator account!

Operator Name
Company Name
Operator Address
City, State, Zip
Country
Operator Phone
Operator Fax
Operator Email

Contact Preference

Email

Phone

Debit Account On File:

Yes

No (If No, include Authorization Agreement for Automated Payments.)

Mail or fax completed form to Play Mechanix™

800 Roosevelt Road, Suite D-103, Glen Ellyn, IL 60137

Phone (630) 942-1070
Fax (630) 942-1073
Fax (630) 348-2099

For processing, allow 2 to 5 business days.

After Play Mechanix™ receives your registration, login information for your accounts will be mailed.
To register games online, manually log in with your operator number and PIN.
To log in to your CoinUp® Account at www.coinup.com, use your email address and password.
After you receive your login information, you can change it through your Web account. To change your account information, use the My Profile tab.
CoinUp® Cellular Terms of Service Agreement

This agreement is made between Play Mechanix™, Inc. (“PM,” “we,” “us,” or “ours”) and the Operator (“Operator”, “you”, or “your”) and covers the usage and fees associated with a cellular modem device (“Equipment”) that you order from us connected to one of your games allowing it to communicate with the CoinUp® online network (“Service”). This agreement must be signed and returned to us before we will activate a new line of service. PLEASE READ THIS AGREEMENT CAREFULLY BEFORE ORDERING CELLULAR SERVICE FOR YOUR CoinUp® CONNECTED GAME AND SIGNING THIS AGREEMENT.

Provision of Services

Upon ordering the cellular modem, Play Mechanix™, Inc. will in turn order a line of cellular service (“Service”) for the cellular modem. Play Mechanix™, Inc. provides cellular service from one or more cellular providers of service throughout the United States (“Cellular Provider”). We do this to gain volume pricing for you and thereby lower the price of the Service. All costs charged to Play Mechanix™, Inc. for your line of cellular service are passed through directly to you. Ordering the Service from us is not the only option for you. You may obtain cellular service independently to connect your game. In this case, you will be responsible for all service fees and commitments. Please contact Play Mechanix™, Inc. before ordering your own cellular modem to ensure that you purchase a modem device that will be compatible with the game.

Service Commitment and Early Termination Fee

By ordering this Service the Operator agrees to the following:

To pay the monthly fee associated with each line of service which will be billed to your CoinUp® account. To keep the Service for at least a period of one year from the date of ordering (“Service Commitment”). After the initial one year term you may terminate the service at anytime with 30 days notice. If you wish to terminate the Service prior to the initial one year term, you agree to pay us an Early Termination Fee of $175. The Early Termination Fee is not a penalty but rather the exact fee we will be charged by the cellular provider. AFTER YOUR SERVICE COMMITMENT THIS AGREEMENT SHALL RENEW ON A MONTH-TO-MONTH BASIS UNTIL EITHER PARTY GIVES NOTICE OF TERMINATION TO THE OTHER.

30-Day Cancellation Period

You may terminate this agreement within thirty (30) days after activating without paying The Early Termination Fee. You will pay for service fees and charges incurred through the termination date. Also you may have to return the cellular modem purchased with this agreement. If you terminate after the 30th day but before the expiration of the Service Commitment, you will pay PM the Early Termination Fee associated with the line of service terminated. Either party may termination this agreement at any time after your Service Commitment ends with thirty (30) days notice to the other party. We may terminate this agreement at any time without notice if Cellular Provider ceases to provide service in your area. We may interrupt or terminate your service without notice for any conduct that we believe violates this agreement, or if you fail to make available funds to pay for service when due, or if we have reasonable cause to believe that your Equipment is being used for an unlawful purpose or in a way that may adversely affect the Cellular Provider’s service.

Charges and Disputes

You are responsible for paying all charges for or resulting from services provided under this agreement. Your monthly service charges will be billed through your CoinUp® account. Play Mechanix™, Inc. passes through charges directly from the Cellular Provider. If you believe that there is an error in the amount charged to your account for cellular service you may contact Play Mechanix™, Inc. to provide proof of charges from the Cellular Provider.
Wheel of Fortune

Provider for your service. You agree that Play Mechanix™, Inc. will handle all negotiation of rate fees and billing with the Cellular Provider. Play Mechanix™, Inc. agrees to use its best efforts to resolve any and all billing disputes with the Cellular Provider. Play Mechanix™, Inc. will in its sole discretion determine if a billing error has occurred.

Billing and Payment
Billing takes place through your CoinUp® operator account. All methods of payment and late fees described in your CoinUp® Operator Agreement shall apply.

Changes to Terms and Rates
The Cellular Provider may from time to time change the rates charged for the Service. Generally, if the Cellular Provider raises the rate for Service they will allow us to discontinue the Service without fee or penalty. If Play Mechanix™, Inc. receives notice of a rate increase from the Cellular Provider associated with your Service we agree to notify you and allow you the same option given to us. If the Cellular Provider lowers the rate for Service, the new rate will automatically take effect for you on the same date that it takes effect for us.

Data Connection Limitations
Play Mechanix™, Inc. limits the capabilities of the Equipment so that it is only allowed to make data connections to CoinUp® servers. You agree not to use the Cellular Service provided by us for any other purpose than connecting your Game to the CoinUp® network. If Play Mechanix™, Inc. finds that you are using the Cellular Service for any other such purpose including but not limited to, web browsing, voice calls, and text messaging then we may immediately terminate the Cellular Service in which case you will pay all fees charged to this line of Service including the Early Termination Fee if we terminate this Service before the expiration of the Service Commitment.

Service Limitations and Limitation of Liability
Service may be interrupted, delayed, or otherwise limited for a variety of reasons, including environmental conditions, unavailability of radio frequency channels, system capacity, priority access by National Security and Emergency Preparedness personnel in the event of disaster or emergency, coordination with other systems, equipment modifications and repairs, and problems with the facilities of interconnecting carriers. WE DO NOT GUARANTEE YOU UNINTERRUPTED SERVICE OR COVERAGE. Play Mechanix™, INC. MAKES NO WARRANTY, EXPRESS OR IMPLIED, OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, SUITABILITY, OR PERFORMANCE REGARDING ANY SERVICES OR GOODS, AND IN NO EVENT SHALL PM BE LIABLE, WHETHER OR NOT DUE TO ITS OWN NEGLIGENCE, for any: (a) act or omission of a third party; (b) mistakes, omissions, interruptions, errors, failures to transmit, delays, or defects in the service provided by or through us; or (c) damage or injury caused by suspension or termination of service by PM. To the full extent allowed by law, you hereby release, indemnify and hold PM and its officers, directors, employees and agents harmless from and against any and all claims of any person or entity for damages of any nature arising in any way from or relating to, directly or indirectly, service provided by PM or any person’s use thereof, INCLUDING CLAIMS ARISING IN WHOLE OR IN PART FROM THE ALLEGED NEGLIGENCE OF PM, or any violation by you of this Agreement. This obligation shall survive termination of your service with PM. PM is not liable to you for changes in operation, equipment, or technology that cause your Equipment or software to be rendered obsolete or require modification. SOME STATES DO NOT ALLOW DISCLAIMERS OF IMPLIED WARRANTIES OR LIMITS ON REMEDIES FOR BREACH. THEREFORE, THE ABOVE LIMITATIONS OR EXCLUSIONS MAY NOT APPLY TO YOU. THIS AGREEMENT GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

Miscellaneous
This agreement, the signature sheet, terms of service for products and services not otherwise described herein that are posted on applicable PM web sites, and any documents expressly referred to herein or therein, make up the complete agreement between you and PM. If any provision of the agreement is found to be unenforceable by a court or agency of competent jurisdiction, the remaining provisions will remain in full force and effect. PM may assign this agreement, but you may not assign this agreement without our prior written consent. The law of the state of your billing address shall govern this agreement except to the extent that such law is preempted by or inconsistent with applicable federal law.
Signatures

Play Mechanix™, Inc.  Operator Legal Name:

___________________  ____________________

By:  By:

___________________  ____________________

Name/Title:  Name/Title:

___________________  ____________________

Date:  Date:

___________________  ____________________
Contact Information

For an authorized distributor near you, check the Raw Thrills website at www.rawthrills.com

Contact Betson Enterprise Headquarters or your local Betson office for sales, technical information, warrantee or repair. Betson can be reached at (800) 524-2343  Fax (201) 438-4837 www.betson.com

CoinUp® Prize Claims or Service
PlayMechanix™ www.playmechanix.com
800 Roosevelt Road, Suite D-103
Glen Ellyn, IL 60137
(866) 646-1975  fax (630) 942-1073

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303 Paterson Plank Rd.
Carlstadt, NJ 07072
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