

Program Options

Version 01.90.00 STD

Ice Age Version 01.90.00 STD

Main Menu

Exit
Operator Adjustments
General Audits
Reset Menu
System Information Menu
System Tests menu
View Log

MAIN MENU:

Press the “diag” button shown on page 5 to enter the main menu. Use the up and down buttons to scroll through the menus or options. Press the “diag” button to select a option or menu.

Operator adjustments lets you configure your game.

General audits give important information about your game statistics.

Reset menu will set things back to factory default.

System information will give you version information.

System tests lets you test various items of your game.

View log will show you any errors your game has encountered.

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Operator Adjustments

Exit
Game Adjustments
Ticket Mech Adjustment
Coin Adjustments
Player Cost and Payout
Volume

OPERATOR ADJUSTMENTS:

Game adjustments allows you to change how the game plays and what type of prize you win to play.

Ticket mech adjustment will allow you to enable or disable the ticket mech and set double tickets.

Coin adjustment allows you to change your currency and currency values.

Player cost and payout menu allows you to change the game cost along with how the game pays out.

The *volume menu* allows you to adjust the games volume and set the attract audio levels.

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Game Adjustments

EXIT	
Countdown Timer	10
Player 1 hit threshold	10
Player 2 Hit Threshold	10
Prize Type	Tickets
Enable Lamp Animation	On
Display Character Values	On
Reduced Characters	On
Acorn Orientation	V2

GAME ADJUSTMENTS:

Countdown timer adjusts how long you have to hit a acorn before the game decides to hit one for you.

Player 1 and 2 Hit Threshold settings adjust the sensitivity of the I/O boards. These values should only be changed by advisement from ICE service department.

Prize type allows you to select what you are paying the player, either tickets, coupons, or nothing.

Enable Lamp Animation allows you to either enable or disable the flashing lights.

Display Character Values allows you to either show what each character is worth or not. We recommend not showing the values of the characters.

Reduced Characters creates less obstacles for the players to hit.

Acorn Orientation determines which acorn assembly is used in this game.

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Ticket Mech Adjustments

EXIT	
Ticket Output	On
Ticket divisor	1

Ticket Mech Adjustments:

Ticket Output will enable or disable the ticket dispenser.

Ticket Divisor will divide the amount of tickets owed by this value.

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Coin Adjustments

EXIT	
FREEPLAY	Off
CURRENCY TYPE	Dollar
Coin 1 value	.25
Coin 2 value	.25
Coin 3 value or DBV pulse	.25

Coin Adjustments:

Free Play when enabled it will allow the players to play with no money.

Currency Type allows you to change what is displayed as currency accepted to start a game. This can be set to tokens or card swipe if no money is used.

Coin 1,2,3 values allow you to configure what each pulse is worth to the game.

See our recommended setup examples for further details.

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Player cost and payout

EXIT	
Game Start cost	.50
Hits per game	3
Row 1 value	1
Row 2 value	1
Ring ticket value	4
Wall block value 1	3
Wall block value 2	2
Wall block value 3	1
Bonus value	500
Target payout pct.	0.40
Ticket value	0.010

Player Cost and Payout:

Game Start Cost allows you to set the price of play.

Hits per game option tells the game how many times you let the player hit the acorns per game.

Row 1 value is how many tickets/coupons you win for that row. See bottom screen shot for location.

Row 2 value is how many ticket/coupons you win for that row. See bottom screen shot for location.

Ring Ticket Value is how many tickets you win when you hit the outer ring. See bottom screen shot for location.

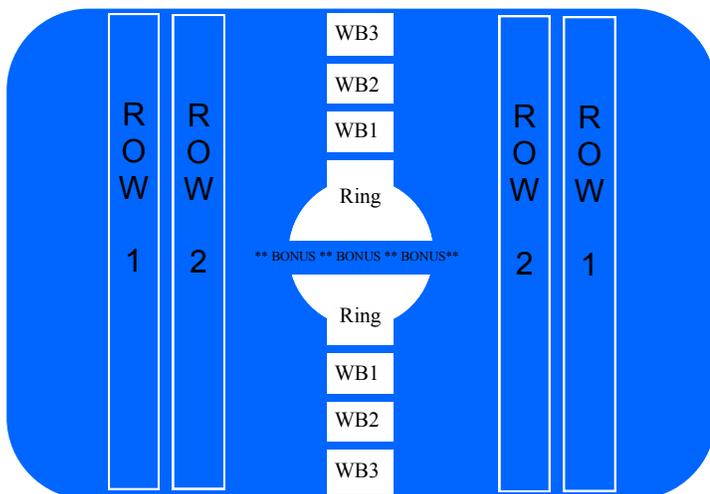
Wall block values 1 through 3 is how many tickets/coupons you win when you hit the outer walls. They are labeled WB1—3 on bottom screen shot for location.

Bonus value is how many tickets you win when you hit the center of the ring. See bottom screen shot for location.

Target payout pct is the percentage you wish to pay back to the player.

Ticket value determines the value of your tickets/coupons.

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Volume

EXIT	
Game Volume	24
Attract volume	24
Minimum Volume	4
Attract sounds	Occasional

Volume Adjustments:

Game volume adjusts only the volume during game play.

Attract volume adjusts only the volume during attract screens.

Minimum Volume sets the lowest you can adjust your volume level to.

Attract Sounds allows the game to either make sounds when not being played, play sounds all the time, or be quiet until coined up.

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General Audits

EXIT
Game Audits
Acorn audits
Ticket Audits
System Audits
Coin Audits

General Audits:

Game audits shows what targets the players have hit during play.

Acorn Audits shows how many times each acorn has been hit.

Ticket Audits gives you the average tickets per hit, per game, and current payout percentage it has paid out. It also shows how many tickets still owed.

System Audits shows if any errors had occurred.

Coin Audits shows information on coin inputs.

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Reset Menu

EXIT
Reset Game Audits
RESET CREDITS
RESET COIN COUNTERS
RESET ADJUSTMENTS
RESET TICKET
FACTORY RESET

Reset Menu:

Reset Game Audits resets game hit totals.

Reset Credits zeros out all credits owed.

Reset Coin Counters zeros out all recorded coins.

Reset Adjustments resets all game adjustments made.

Reset Ticket resets all tickets owed.

Factory Reset restores game to factory defaults

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System Information menu

EXIT
Version list
Dipswitch settings

System Information Menu:

Version List displays the version numbers of the drivers used for this version of the game.

Dipswitch is not used for this game.

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System Tests menu

EXIT
HITPAD TEST
SWITCH TEST
SCREEN TESTS
SOUND TEST
FILE TEST
COIN METER 1 TEST
COIN METER 2 TEST
TICKET METER 1 TEST
TICKET METER 2 TEST
TICKET DISPENSER TEST 1
TICKET DISPENSER TEST 2
WATCHDOG TEST

System Tests Menu:

Hitpad test allows you to confirm the functions of your Acorns.

Switch test allows you to confirm the functions of your switches.

Screen tests will produce screen patterns to check the functions of your monitors.

Sound test verifies your computer and amplifier for sound.

File test will verify your game is free of file corruption.

Coin meter 1 and 2 tests will advance the meters by 1 pulse to test their functions.

Ticket dispenser tests 1 and 2 will dispense 1 ticket to ensure the function of your ticket mechs.

Watchdog test will reset your computer testing the function of the watchdog board. Its function is to reset the computer if it happens to “lock up” or “freeze”.

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View log
EXIT

WELCOME TO ICE AGE
Received message from...

View Log:

The purpose of this log is to show the communication between the PC and the games' different hardware and is used in the process of troubleshooting.