DEAL OR NO DEAL
PROGRAMMING OPTION GUIDE
STANDARD GAME

SOFTWARE VERSION
DOND .01.06.08

INNOVATIVE CONCEPTS IN ENTERTAINMENT INC.

10123 MAIN STREET, CLARENCE, NY 14031
SERVICE: 1-716-759-0360
FAX: 1-716-759-0884
E-MAIL: service@icegame.com
WEBSITE: www.icegame.com

MAIN MENU

OPERATOR ADJUSTMENTS
 - *adjust various game play/operation settings*

GENERAL AUDITS
 - *view game/coin/ticket audit data*

RESET MENU
 - *reset game/coin/ticket audits*

SYSTEM TESTS MENU
 - *perform various system tests/diagnostics*

Main Menu - OPERATOR ADJUSTMENTS

GAME ADJUSTMENTS
 - adjust game play settings

TICKET MECH ADJUSTMENT
 - turn the ticket mechanism on/off

COIN ADJUSTMENTS
 - adjust the currency type and coin switch values

PLAYER COST / PAYOUT
 - adjust the cost of the game and the level of payout

VOLUME
 - adjust the volume for the game

Main Menu - Operator Adjustments - GAME ADJUSTMENTS

FIXED TICKET MODE   DEFAULT=OFF
 - this option sets the game to only give out a
   mandatory number of tickets at the end of each
   game.

FIXED TICKET (DEAL)   DEFAULT=1
 - this is the number of tickets awarded at the end
   of the regular game. This option is only available
   when fixed ticket mode is enabled.

FIXED TICKET (DOUBLE DEAL)   DEFAULT=2
 - this is the number of tickets awarded at the end
   of the double deal game. This option is only
   available when fixed ticket mode is enabled.

COUNTDOWN TIMER   DEFAULT = 1
 - this is the length of time that the player has to make
   an input during the game.
   The value can be set from 3 to 20 seconds.

COUPONS OR TICKETS   DEFAULT = TICKETS
 - this setting determines how the prizes are
   displayed.

Main Menu - Operator Adjustments - TICKET MECH ADJUSTMENT

TICKET OUTPUT   DEFAULT = ON
 - this setting allows the operator to turn off the
   ticket output of the game.

Main Menu - Operator Adjustments - COIN SETTINGS

FREEPLAY   DEFAULT = OFF
 - this setting allows the game to be played without
   any credits in.

CURRENCY TYPE   DEFAULT = DOLLAR
 - this is the currency type used by the game.

CURRENCY UNIT VALUE   DEFAULT = $0.25
 -this is the value of a single unit for a particular
   currency. For example, 0.25 is the credit unit value
   That corresponds to a US quarter.

COIN 1 VALUE   DEFAULT = $0.25
 - this is the value of coin input #1.

COIN 2 VALUE   DEFAULT = $0.25
 - this is the value of coin input #2.

COIN 3 VALUE / DBV PULSE   DEFAULT = $1.00
 - this is the value of coin input #3, which is commonly
   used as the dollar bill validator input.

MAXIMUM CREDITS   DEFAULT = $500.00
 - this is the maximum number of credits that are
   allowed by the machine.

CREDIT VALUE   DEFAULT = $0.25
 - this option is displayed only when the currency type
   is set to COIN or CARD SWIPE. This sets the value
   of either a single coin or a single card swipe.

Main Menu - Operator Adjustments - PLAYER COST / PAYOUT

PAY MODEL   DEFAULT = PAY UP FRONT
 - the game can be set to PAY UP FRONT, where
   there is a one-time cost to play the game, or
   PAY PER ROUND, where an individual price can be
   set for each round of play, and the player is
   prompted to enter more money as the game goes
   on. [PAY UP FRONT / PAY PER ROUND]

GAME START COST   DEFAULT = $1.00
 - cost to start the game [min = FREE, max = $25.00]

GAME START COST (DOUBLE DEAL) DEFAULT = $2.00
 - cost to start the Double Deal game. (note: the
   Double Deal mode is the same as the regular
   game, except that all the payout values are doubled.
   the cost of the Double Deal game should almost
   always be twice the cost of the regular game.)
   [min = FREE, max = $25.00]

TICKET VALUE   **DEFAULT = $0.01**
 - the value of a single ticket in relation to a
 unit of currency. the default setting is 0.01, which
 means that one ticket equals one cent.
 [min = $0.00, max = $1.00]

HIGHEST PAYOUT VALUE   **DEFAULT = 200**
 - the value of the highest available payout in deal
 Game.
 [SETTINGS = 100 / 200 / 400 / 500 / 1000]

HIGHEST PAYOUT (DD) VALUE   **DEFAULT = 400**
 - the value of the highest available payout in double
 deal game.
 [SETTINGS = 200 / 400 / 800 / 1000 / 2000]

**(THE FOLLOWING ADJUSTMENTS ONLY APPEAR IF
SET TO "PAY PER ROUND")**

ROUND 2 COST   **DEFAULT = FREE**
ROUND 3 COST   **DEFAULT = FREE**
ROUND 4 COST   **DEFAULT = FREE**
ROUND 2 COST (DOUBLE DEAL) DEFAULT = FREE
ROUND 3 COST (DOUBLE DEAL) DEFAULT = FREE
ROUND 4 COST (DOUBLE DEAL) DEFAULT = FREE

 - if PAY PER ROUND is selected as the pay model,
 the operator has the option to set individual costs for
 each round of play. If a particular round is set to
 FREE, the player is allowed to play that round
 without being prompted to enter more credits.

Main Menu - Operator Adjustments - VOLUME

GAME VOLUME   **DEFAULT = 24**
 - on a scale of 0 - 32, this is the volume of the game.

ATTRACT VOLUME   **DEFAULT = 24**
 - on a scale of 0 - 32, this is the volume of the game
 while it is in the attract mode.

MINIMUM VOLUME   **DEFAULT = 4**
 - this is the absolute minimum that both the GAME
 VOLUME and the ATTRACT VOLUME can be set to

ATTRACT SOUNDS DEFAULT = OCCASIONALLY
 - this setting determines how often sounds are played
 during the attract mode. The possible values are
 OFF / OCCASIONALLY and ALWAYS.

Main Menu - GENERAL AUDITS

GAME AUDITS
 - audits for total number of plays, game time, etc.

TICKET AUDITS
 - audits for the number of tickets won, average tickets,
 number of tickets owed, etc.

SYSTEM AUDITS
 - audits for play time, up time, etc.

COIN AUDITS
 - audits for the number of coins in, etc.

Main Menu - General Audits - GAME AUDITS

TOTAL PLAYS
 - the total number of games played on the machine.

TOTAL DEAL GAMES
 - the total number of regular games played.
TOTAL DOUBLE DEAL GAMES
 - the total number of "Double Deal" games played.

TOTAL WON HIGHEST
 - the total number of times the player has won the
 highest available value.

TOTAL WON LOWEST
 - the total number of times the player has won the
 lowest available value.

AVERAGE GAME TIME
 - this is the average amount of time that the game has
 been played.

TOTAL GAME TIME
 - this is the total amount of time that the game has
 been played across all games.

TOTAL DEALS
 - the total number of times that the DEAL button has
 been hit during the game.

TOTAL NO DEALS
 - the total number of times that the NO DEAL button
 has been hit during the game.

Main Menu - General Audits - TICKET AUDITS

TOTAL TICKETS DISPENSED
 - this is the total number of tickets given out by the
 game.

AVERAGE TICKETS PER PLAY
 - this is the average number of tickets given out each
 play.

CURRENT PAYOUT PCT
 - this is the current payout percentage calculated over
 the lifetime of the game.

TOTAL TICKETS (500 GAMES)
 - this is the total number of tickets given out during
 the last 500 games.

AVG. TICKETS (500 GAMES)
 - this is the average number of tickets given out
 during the last 500 games.

PAYOUT PCT. (500 GAMES)
 - this is the payout percentage calculated over the last
 500 games.

TICKETS OWED
- this is the number of tickets that the game is waiting to give out, once the ticket mech is loaded with tickets.

Main Menu - General Audits - SYSTEM AUDITS

PLAY TIME
- this is the total amount of time that the game has been played.
UP TIME
- this is the length of time that the game has been plugged in and running.

WATCHDOGS
- this is a count of the number of time that the game has been forced to reset, most likely to a hardware or software error.

EXCEPTIONS
- this is a count of the number of times that the software has caused a system error.

BAD TRAPS
- this is a count of the number of times that the software has caused a game error.

Main Menu - General Audits - COIN AUDITS

TOTAL COIN 1
- the total amount of money in from coin door #1.

TOTAL COIN 2
- the total amount of money in from coin door #2.

TOTAL COIN 3 (DBV)
- the total amount of money in from coin door #3, commonly used as a dollar bill validator.

LIFETIME COIN COUNT
- the total amount of money in from all coin doors for the lifetime of the game.

SERVICE CREDITS
- the total amount of money in from the service credits button.

Main Menu - RESET MENU

RESET GAME AUDITS
- this option clears out the game audits.

RESET CREDITS
- this option clears out the number of credits currently in the game.

RESET COIN COINTERS
- this option clears out the counters for each of the coin doors.

RESET ADJUSTMENTS

- this option sets all of the game adjustments back to the factory default values.

RESET TICKETS
- this option clears the amount of TICKETS owed by the game.

FACTORY RESET
- this option will reset all of the audits and adjustments back to the factory defaults.

Main Menu - SYSTEM TESTS

VERSION LIST
- this will display the versions for the various components of the game software.

SWITCH TEST
- this option allows the operator to test the internal switches such as coin and volume controls.

SCREEN TESTS
- this option allows the operator to perform various display tests, such as color and screen alignment

SOUND TEST
- this allows the operator to test the audio system by playing a variety of test sounds.

FILE TEST
- this option initiates a file test, in which every system file is checked for integrity.

COIN METER TEST
- this option will send a test output to the coin meter. The coin meter should increase by one.

Ticket Dispenser Test
- this option prints out a ticket.

DIPSWITCH SETTINGS
- this option displays the settings for each of the dipswitches on the IO board.

START BUTTON LAMPS
- this option begins a test in which the two start buttons are alternately lit.

WATCHDOG TEST
- this option tests the ability for the game to restart itself in the case of a hardware or software failure

LPT SWITCH TEST
- this option begins a test of the outer case selection buttons and the DEAL or NO DEAL buttons.