



**DEAL OR NO DEAL
PROGRAMMING OPTION GUIDE
STREET GAME**

**SOFTWARE VERSION
DOND .01.06.08**

INNOVATIVE CONCEPTS IN ENTERTAINMENT INC.

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MAIN MENU

TICKET VALIDATION

- a record of all printed tickets is stored here, organized by date. The operator can scroll through the data using the DEAL and NO DEAL buttons. A validation code can be entered via the CASE BUTTONS at any time to look up a particular ticket. Tickets that have been previously entered appear in blue.

OPERATOR ADJUSTMENTS

- adjust various game play/operation settings

PRINTER ADJUSTMENTS

- change the text that appears on the prize tickets

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

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

COUNTDOWN TIMER **DEFAULT = 10**

- the amount of time that the player has to make an input during the game. The value ranges from 3 to 20 seconds [min = 3, max = 20, default=10]

Main Menu - Operator Adjustments - COIN ADJUSTMENTS

FREEPLAY **DEFAULT = OFF**

-allow the game to be played without credits
[ON / OFF]

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 credit unit for a particular currency. For example, .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 #1.

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

GAME START COST **DEFAULT = \$1.00**

- this is the cost to start the regular game.

GAME START COST (DOUBLE DEAL)

DEFAULT = \$2.00

- this is the cost to start the double deal game.

POINT PAY RATIO **DEFAULT = 40%**

- this is the percentage of credits in given back as points. This value affects the "SUGGESTED PRIZE VALUE TABLE" displayed on this screen, which serves as a guide to operators as to the appropriate value of prizes to be given out.

- because the average number of points given by the machine is always 100,000, the operator's choice of prizes determines the overall payout of the game.

POINT TABLE SCALE **DEFAULT=1,000,000**

- Change the scale of points awarded. You can set the range from 1,000 to 1,000,000.

MINIMUM TICKET THRESHOLD **DEFAULT=1**

- no tickets are printed on Deal game unless the player wins this value or higher.

MINIMUM TICKET THRESHOLD (DD) **DEFAULT=1**

- no tickets are printed on Double Deal game unless the player wins this value or higher.

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.

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 POINTS OWED

- this option clears the amount of points owed by the game.

FACTORY RESET

- reset all audits (game, credits, coin, adjustments and tickets)

CLEAR VALIDATED TICKETS

- this option removes all of the tickets in the TICKET VALIDATION MENU that have been previously validated. Tickets become validated when their unique 6-digit code has been entered in the validation menu.

CLEAR TICKET VALIDATION LOG

- this option will remove ALL of the tickets in the TICKET VALIDATION MENU, regardless if they have been validated or not.

FACTORY RESET

- this option will reset all of the audits and adjustments back to the factory defaults, and will also clear out any stored tickets in the ticket validation log.

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 input 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.

PRINTER TEST

- this option will cause the system to print out a test ticket.

DIPSWITCH SETTINGS

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

START BUTTON LAMPS

- this option begins a testing which the two start buttons are alternately lit.

WATCHDOG TEST

- this option test 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 and NO DEAL buttons.

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NORMAL BUSINESS HOURS ARE:

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