

9-2 GAME TEST MODE

TEST MODE

Test Mode is entered by pressing the TEST button. The cabinet LED Matrix will display the word “test “

TEST FUNCTIONS

NOTE:

The term ‘CALL’ and ‘CALL OUT’ used within these instructions refer to the vocal instructions to action the BOP IT - TWIST IT - FLICK IT - PULL IT - SPIN IT controllers.

1. GAME SETTINGS

○ Set Cost Of Play

```
SET COST OF PLAY
SETTING: 1.00
```

- This function only sets Cost of Play.
- To change to cost of play to the Player, the Credit Board settings should be used.
- Pressing the TEST button will cycle through the following values:
 - FREEPLAY, 0.05, 0.10, 4.90, 4.95, 5.00 (Increments of 0.05)

○ Set COIN Pulse.

```
COIN 1
SETTING: 1
```

*SET TO – 0 for cabinets fitted with the EXCEL
Credit Board.*

- This sets how many Credit pulses required to start the game.
- Range 0 - 10

```
COIN 2
SETTING: 0
```

*SET TO – 0 for cabinets fitted with the EXCEL
Credit Board.*

- This pulse is equal to the cost of the game. Use as a multiplier for credits.
- Range 0 - 10

```
BILL VALIDATOR
SETTING: 0
```

- This pulse is equal to the cost of the game. Use as a multiplier for credits.
- Range 0 – 10

****For cabinets fitted with an Excel Credit Board Set Coin 1 = 1, Coin 2 = 0****

○ Set Ticket Value

```
SET TICKET VALUE
VALUE: 0.01
```

- This function sets Ticket Value. Pressing the TEST button will cycle through the following values:
 - 0.001, 0.002, 0.005, 0.01, 0.02, 0.03, 0.04, 0.05, 0.06, 0.07, 0.08, 0.09, 0.10

○ **Set Ticket Mode**

```
SET TICKET MODE
SETTING: FULL
```

- This function sets Ticket Value with respect to FULL value or HALF value.
- Pressing the TEST button will cycle through the following options:
 - FULL
 - HALF

○ **Set Bonus Tickets**

```
BONUS TICKET MAX
VALUE: 1000
```

- This function sets the Bonus Maximum Value
- Pressing the TEST button will cycle through the following values:
 - 100, 200, 300, 400, 500, 600, 700, 800, 900, 1000, 2000, 5000, 9999

○ **Bonus Target Min**

- This is the value the player must reach/ beat to win the Bonus Tickets

```
BON TARGET SCORE
VALUE: 70
```

Default Setting

- Pressing the TEST button will cycle through the following values:
 - 34 – 99 in increments of one.

○ **Bonus Target Increment**

```
BONUS SCORE
INC VALUE: 5
```

Default Setting

- This sets the amount the BONUS TARGET value is increased by after a Bonus Ticket win.
- Pressing the TEST button will set the BT incremental step by the following values:
 - 1 – 10 in increments of 1.

In this example once the player has reached 55 call outs, they are awarded the bonus tickets and the Bonus Score increases by 5 to 60.

If the player does not reach the Bonus Target Score the Bonus Target Score decrements by 1 - this decremental value is not adjustable.

○ **High Score Clear**

HS CLEAR INTRVAL
SETTING: 500

Default Setting

- This sets the number of games played before the high score is reset to a default value of 20.
- Pressing the TEST button will cycle through the following values: 1, 2, 5, 10, 20, 50, 100, 200, 500, 1000, 2000, 5000

○ **Set Mercy Tickets**

SET MERCY TICKET
SETTING: 0

Default Setting

- This function allows a mercy ticket to be set.
- Pressing the TEST button will cycle through the following values: 0,1,.....19, 20

○ **Game Difficulty**

DIFFICULTY
SETTING: MEDIUM

Default Setting

- This sets the game difficulty level between EASY, MEDIUM & HARD.

- **Easy** – This lights each controller its designated colour when called. All other controller lighting remains OFF. This is a visual aid to which controller is active.
- **Medium** – This lights a controller its designated colour when called. All other controller lighting is lit White. This is a visual aid to which controller is active but adds a level of confusion.
- **Hard** – This sets all controller lighting to White giving no individual visual indication which controller is active.

○ **Set Call Out Ticket Values**

Default Setting

```
SET CALL TKT
GAME 1-10: 1
```

- This sets the ticket value for games 1 – 10 (Zone 1)
- Ticket range 0 - 2
- Pressing the TEST button will cycle through increments of 1.

○ **Set Call Out Ticket Values**

```
SET CALL TKT
GAME 11-20: 1
```

Default Setting

- This sets the ticket value for games 11 - 20. (Zone 2)
- Ticket range 1 - 4
- Pressing the TEST button will cycle through increments of 1.

○ **Set Call Out Ticket Values**

```
SET CALL TKT
GAME 21-30: 1
```

Default Setting

- This sets the ticket value for games 21 - 30. (Zone 3)
- Ticket range 1 - 6
- Pressing the TEST button will cycle through increments of 1.

○ **Set Call Out Ticket Values**

```
SET CALL TKT
GAME 31-40: 1
```

Default Setting

- This sets the ticket value for games 31 - 40. (Zone 4)
- Ticket range 1 - 8
- Pressing the TEST button will cycle through increments of 1.

○ **Set Call Out Ticket Values**

```
SET CALL TKT
GAME 41-50: 1
```

Default Setting

- This sets the ticket value for games 41 - 50. (Zone 5)
- Ticket range 1 - 10
- Pressing the TEST button will cycle through increments of 1.

○ **Set Call Out Ticket Values**

Default Setting

```
SET CALL TKT
GAME 51-60: 1
```

- This sets the ticket value for games 51 - 60. (Zone 6)
- Ticket range 1 - 12
- Pressing the TEST button will cycle through increments of 1.

○ **Set Call Out Ticket Values**

```
SET CALL TKT
GAME 61-70: 1
```

Default Setting

- This sets the ticket value for games 61 - 70. (Zone 7)
- Ticket range 1 - 14
- Pressing the TEST button will cycle through increments of 1.

○ **Set Call Out Ticket Values**

```
SET CALL TKT
GAME 71-80: 1
```

Default Setting

- This sets the ticket value for games 71 - 80. (Zone 8)
- Ticket range 1 - 14
- Pressing the TEST button will cycle through increments of 1.

○ **Set Call Out Ticket Values**

```
SET CALL TKT
GAME 81-90: 1
```

Default Setting

- This sets the ticket value for games 81 - 90. (Zone 9)
- Ticket range 1 - 14
- Pressing the TEST button will cycle through increments of 1.

○ **Set Call Out Ticket Values**

```
SET CALL TKT
GAME 91-99: 1
```

Default Setting

- This sets the ticket value for games 91 - 99. (Zone 10)
- Ticket range 1 - 14
- Pressing the TEST button will cycle through increments of 1.

○ **Set Call Out frequency intervals.**

Default Setting

```
SET ACTIVE TIME1
SETTING: 2.00s
```

- This sets the period each controller is active for during games 1 - 10.
- Range 3.00s, 2.50s, 2.00s, 1.75s, 1.50s, 1.25s, 1.00s, 0.75s, 0.50s
- Pressing the TEST button will cycle through setting options.

- Set Call Out frequency intervals.

```
SET ACTIVE TIME2
SETTING: 1.75s
```

Default Setting

- Set Call Out frequency intervals.

```
SET ACTIVE TIME3
SETTING: 1.50s
```

Default Setting

- Set Call Out frequency intervals.

```
SET ACTIVE TIME4
SETTING: 1.25s
```

Default Setting

- Set Call Out frequency intervals.

```
SET ACTIVE TIME5
SETTING: 1.00s
```

Default Setting

- Set Call Out frequency intervals.

```
SET ACTIVE TIME6
SETTING: 0.75s
```

Default Setting

- Set Call Out frequency intervals.

```
SET ACTIVE TIME7
SETTING: 0.50s
```

Default Setting

- Set Call Out frequency intervals.

```
SET ACTIVE TIME8
SETTING: 0.50s
```

Default Setting

- Set Call Out frequency intervals.

Default Setting

```
SET ACTIVE TIME9
SETTING: 0.50s
```

- **Set Call Out frequency intervals.**

```
SET ACTIVE TIME10
SETTING: 0.50s
```

Default Setting

- **FREE GAME MODE – (PLAY FOR FUN ONLY)**

- **Exiting Game Settings**

- After making Game Setting changes you will be prompted to confirm your decision.

```
B/KEEPING RESET
REQUIRED OK? Y/N
```

- Select Y to confirm.

2. BOOKKEEPING

- **General**

- Bookkeeping contains logged data regarding Game Performance.
- Pressing the TEST button will activate the selected Bookkeeping Function
- Pressing the SERVICE button will move to the next available Bookkeeping display.

- **Operation**

- **Bookkeeping Screen 1**

```
CREDITS=000010
SERVICE=000002
```

- CREDITS – Total number of COIN credits entered.
- SERVICE – Total number of SERVICE credits entered.

- **Bookkeeping Screen 2**

```
GAMES=00000000
TICKETS=00000000
```

- GAME – Total number of Games Played
- TICKETS– Total number of tickets paid out.

- **Bookkeeping Screen 3**

```
AV TCKET = 000030
AV SCORE = X
```

- AV TCKET – The average amount of tickets paid out per game.
- AV SCORE – The average score value.

○ **Bookkeeping Screen 4**

```
BNS 1 IN = X
BNS WIN = X
```

- BNS 1 IN – The drop frequency of the Bonus.
- BNS WIN – How many players win the bonus round.

○ **Bookkeeping Screen 5**

```
ZONE 1 = X
ZONE 2 = X
```

- ZONE 1 – The number of C/Outs won in Zone 1.
- ZONE 2 – The number of C/Outs won in Zone 2.

○ **Bookkeeping Screen 6**

```
ZONE 3 = X
ZONE 4 = X
```

- ZONE 3 – The number of C/Outs won in Zone 3.
- ZONE 4 – The number of C/Outs won in Zone 4.

○ **Bookkeeping Screen 7**

```
ZONE 5 = X
ZONE 6 = X
```

- ZONE 5 – The number of C/Outs won in Zone 5.
- ZONE 6 – The number of C/Outs won in Zone 6.

○ **Bookkeeping Screen 8**

```
ZONE 7 = X
ZONE 8 = X
```

- ZONE 7 – The number of C/Outs won in Zone 7.
- ZONE 8 – The number of C/Outs won in Zone 8.

○ **Bookkeeping Screen 9**

ZONE 9	=	X
ZONE 10	=	X

- ZONE 9 - The number of C/Outs won in Zone 9.
- ZONE 10 - The number of C/Outs won in Zone 10.

○ **Bookkeeping Screen 10**

MERCY	=	X
CONTINUE	=	X

- MERCY - The number of Mercy games played.
- CONTINUE - The number of games played within 10s of the previous game.

○ **Bookkeeping Screen 11**

TWIST	=	X
FLICK	=	X

- % Success rate TWIST achieved.
- % Success rate FLICK achieved.

○ **Bookkeeping Screen 12**

- % Success rate BOP IT achieved.
- % Success rate PULL IT achieved.

○ **Bookkeeping Screen 13**

SPIN IT	=	X
Z1 REACH	=	X

- % Success rate SPIN It achieved.
- Z1 REACH = The number of games that ended in Zone 1

○ **Bookkeeping Screen 14**

Z2 REACH	=	X
Z3 REACH	=	X

- Z2 REACH = The number of games that ended in Zone 2
- Z3 REACH = The number of games that ended in Zone 3

○ **Bookkeeping Screen 15**

- Z4 REACH = The number of games that ended in Zone 2
- Z5 REACH = The number of games that ended in Zone 3

○ **Bookkeeping Screen 15**

- Z4 REACH = The number of games that ended in Zone 4
- Z5 REACH = The number of games that ended in Zone 5

- **Bookkeeping Screen 16**
 - Z4 REACH = The number of games that ended in Zone 4
 - Z5 REACH = The number of games that ended in Zone 5
- **Bookkeeping Screen 17**
 - Z6 REACH = The number of games that ended in Zone 6
 - Z7 REACH = The number of games that ended in Zone 7
- **Bookkeeping Screen 18**
 - Z8 REACH = The number of games that ended in Zone 8
 - Z9 REACH = The number of games that ended in Zone 9
- **Bookkeeping Screen 19**
 - Z10 REACH = The number of games that ended in Zone 10

- **Bookkeeping Screen 20**

```
1 LIFE = X
2 LIFE = X
```

- The number of time LIFE 1 & 2 have been used.

- **Clear Meters**

```
CLEAR METERS
```

- Pressing TEST will prompt the Operator “Are You Sure”?
- Pressing TEST a second time will clear all bookkeeping meters to ZERO
- A confirmation message “ALL CLEARED” will be shown and a confirmation audio SFX will be played

- **Clear IOU & Service meters**

- The above procedure is repeated for clearing the IOU & Service Meters

3. SYSTEM INFO

- General
 - System Info contains general information and version numbers for system hardware and software
 - Pressing the SERVICE button will cycle through the available test functions.
 - Pressing the TEST button will activate the selected Test Function

- Operation

- Game Name and Version Info

```
BOP IT ARCADE
Version 1.00S
```

- Hardware and Serial Number Info

```
BOOTLOADER: v1.0
Serial: 0123ABCD
```

4. LIGHTING TEST

- General
 - Lamp Test contains test functions for the lighting elements of the Cabinet
 - Pressing the TEST button will activate the selected Test Function
- Operation
 - **All Lamps Test**

```
All Lamps
off
```

- When OFF is displayed, all lamps in the cabinet will be OFF
- Pressing TEST button will toggle the Lamp state from OFF to ON.
- When ON is displayed, all lamps in the cabinet will be ON
- This includes any lighting driven from CAN bus devices.

- **Direct LED Outputs**

```
LIGHTING TEST
LED STEP DIRECT
```

- Pressing the TEST button will advance to lamp 000, pressing TEST again will advance to 001 and so on.
- The colour of the Lamp being lit is displayed next to the Lamp ID

- **Lighting Test**

```
LED STEP MUX
MUX: 015 RED
```

- The current Multiplex output being tested is displayed
- Pressing TEST will advance to the next multiplex output to be tested
- The Test will run from ROW 01 to ROW 16, and then test COL 01 to COL 16
- Pressing the SERVICE button will terminate the test.

5. DISPLAY TEST

- General.
 - Display Test contains test functions for the Cabinet 7 segment LED and LED Matrix Displays
 - Pressing the TEST button will activate the selected Test Function
 - Pressing the SERVICE button will move to the next available test function. Any current test operation will be aborted.
- Operation

○ **Display Test**

```
ALL SEGMENTS
SEGMENTS OFF
```

- Pressing TEST will cycle through the 7-SEG LED test modes:
 - ALL OFF – All 7 Segment Display elements are OFF
 - ALL ON – All 7 Segment Display elements are ON

○ **Identify**

```
IDENTIFY
CALOUT = 43
```

- Pressing TEST will display 431 on the TICKETS 7 SEG LED display

○ **Segment Step**

```
SEGMENT STEP
SEGMENT - a
```

- Pressing TEST will step through all seven segments (plus dp) of all displays – A,B,C,D,E,F,G,H.

• LED Matrix Display

○ **Display Test MATRIX**

```
MATRIX
TEST 1 = ALL RED
```

- Pressing TEST will cycle through the LED Matrix test modes.
- TEST1 ALL RED
- TEST2 ALL GREEN
- TEST3 ALL BLUE
- TEST4 ID

BONUS DISPLAY

6	5
---	---

BOP IT DISPLAY

2	1
3	4

```
MATRIX
SHOW IMP = 01
```

- Pressing TEST will cycle through the LED Matrix animations & messages.

6. INPUT TEST

○ Switch Inputs

```
DIL SW1-6 000000
TST-OFF SRV-OFF
```

- The current status of all on-board DIL inputs is shown on the display.
 - "0" indicates a switch is OFF.
 - "1" indicates a switch is ON
- The current status of the TEST & SERVICE inputs is show on row 2 of the LCD display.
- An audio sample will be played whenever an input state changes.
- To exit from Switch Test, press the TEST and SERVICE buttons simultaneously.

○ Controllers TEST

```
CONTROLLERS
BOP IT: OFF
```

- The current status of the BOP IT control is shown.
- An audio sample will be played whenever an input state changes.
- Press the SERVICE button to exit from this test.

```
CONTROLLERS
FLICK IT: OFF
```

- The current status of the TWIST IT control is shown.
- An audio sample will be played whenever an input state changes.
- Press the SERVICE button to exit from this test.

***This is repeated for the remaining controllers - , Pull It, Twist It & Spin It.

○ Opto Input Test

```
INPUT TEST
OPTO INPUTS
```

- The state of the Ticket Opto signal is displayed. The state of the input is changed as a ticket passes through the opto.

7. OUTPUT TEST

○ **Ticket Output**

TICKET OUTPUTS
TICKET VEND

- If TEST is pressed, the Selected Ticket Vend will dispense until the opto signal is received.

TICKET OUTPUTS
VEND OK

○ **Meter Test**

METER OUTPUTS
TEST GAME METER

- If TEST is pressed, the Selected Meter Output will be pulsed one (1) unit to validate the Meter Output driver.
- If Multiple Meter Outputs exist, pressing the SERVICE button will select the next Meter Output.
- The Coin Meter is not accessed via this test.

8. AUX CAN

- General. NOT USED

9. COMS

- Serial Coms. NOT USED

10. AUDIO SETTINGS

- General

- Volume is controlled by Up / Dn pushbuttons located next to the TEST & SERVICE buttons. A minimum volume setting is enabled to ensure the game instructions can be heard irrelevant of the volume control position.
- Pressing the TEST button will activate the selected Audio Function
- Pressing the SERVICE button will move to the next available test function. Any current Audio operation will be aborted.
-
- Operation

- **Audio Settings**

```
AUDIO VOLUME
VOLUME : 25%
```

- Pressing the TEST button will cycle through the default audio volume settings.

```
AUDIO SETTINGS
AUDIO VOLUME MIN
```

- This sets the MINIMUM level the audio volume will be set to.

- **Set Attract Audio Level**

```
ATTRACT AUDIO
SETTING: OFF
```

- Pressing the TEST button will cycle through the following display:
 - OFF – No Audio will play in Attract.

- **Play Audio**

```
PLAY AUDIO
AUDIO: OFF
```

- Pressing the TEST button will cycle through the following display:
 - PLAYING– The Attract Audio sound will loop
 - OFF – No Audio

- **Language**

```
SELECT LANGUAGE
ENGLISH
```

- Pressing the SERVICE button will cycle through the following display:
 - ENGLISH, SPANISH, FRENCH, ITALIAN, PORTUGUESE.
- Pressing the TEST button will select the required language (If supported).

- Set Date

```
SET DATE/TIME  
20/07/22 13:30
```

- Pressing TEST once will activate the Date/Time setting and place a flashing cursor underneath the first field (DATE)
- Pressing the SERVICE button will move the cursor along the fields in the following sequence: DATE → MONTH → YEAR → HOUR → MINUTE → EXIT
- When on a field, pressing the TEST button will advance the value by 1. Pressing and holding TEST for longer than 1 second will increment the value every 0.25 seconds.
- The range for the DATE field will be between 1 and 28, 29, 30 or 31 (depending on the MONTH and YEAR fields)
- The range for the MONTH field will be between 1 and 12
- The range for the YEAR field will be between 1 and 99.
- The range for the HOUR field will be between 00 and 23.
- The range for the MINUTE field will be between 00 and 59

12. EXIT

Exit - Pressing TEST whilst on EXIT test will terminate the test procedures and return to normal game operation.