BIG BUCK® WORLD™

Super Deluxe Update
Installation Guide

For Big Buck® Safari™ or Big Buck Hunter® Pro Open Season™ Super Deluxe Games
Before beginning any modification, please refer to your game's Service Manual
for important safety precautions and instructions.
Big Buck® World™ combines both Big Buck® Safari™ and Big Buck Hunter® Pro Open Season™.
Additionally, update software includes new animals, new bonuses, and new online features.

Contents

- Two DVDs – BBW restore discs
- This manual
- New marquee and pump to reload artwork
- BBW update dongle
- CoinUp® Operator Registration Packet

Big Buck® World™ Super Deluxe Update

Table of Contents

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Any installation is solely your responsibility. Play Mechanix™, Raw Thrills™ and Betson assume no liability for poor assembly or damage to your property.

Safety

Please read these important notes before starting installation.
Information applies to both operators and service personnel.

Arcade video games contain glass and fragile electronic devices.
USE APPROPRIATE CARE DURING TRANSPORT and avoid rough handling.

TURN OFF AC POWER AND UNPLUG CORD before servicing or adjusting the game. Servicing while power is on can be hazardous to your health, damage components and void your warranty.

GROUND GAMES. Avoid electrical shock. Do not plug AC power in until the game is carefully inspected and properly grounded. Only plug into a grounded, three-wire outlet. Do not use a "cheater" plug. Do not cut off the ground pin on the line cord.

HANDLE FLUORESCENT TUBE AND CRT WITH CARE. A dropped fluorescent tube or CRT can implode, shattering glass eight feet or more from the site of breakage.

ENSURE ALL CONNECTORS MATE PROPERLY. If connectors don't slip in easily, don't force them. Keyed connectors only connect one way. Check for correct orientation.

PLUG ALL POWER CORDS, DSL OR CABLE MODEM LINES INTO A SURGE PROTECTOR to help prevent damage to sensitive electronic components.

USE CARE WHEN HANDLING PC, which contains sensitive components, such as a hard drive. Call your distributor before servicing PC components and ask about the PC warranty.

Damage to the modem or any component of your game during installation or use is your responsibility. Play Mechanix™, Raw Thrills™ and Betson assume no liability for harm to your equipment, including damage from static, power surges, lightning strikes or any other cause.

IMPORTANT!

WARNING
Before updating software, if your game is already online, <u>you must unregister it</u> or you may lose online data!

IMPORTANT!

Update Installation

Marquee Artwork Installation
Use Caution Climbing Ladders
Ensure ladders are stable and located on solid, flat ground.

Image 1: Original Marquee Artwork

1. Turn the game off by pressing the cabinet power switch.
2. Remove the screws around the marquee holding the clear Plexiglas protector.
   There are 9 screws securing 3 brackets in place around the Plexiglas protector.
3. Remove the Plexiglas and old marquee artwork.
4. Place the new artwork in position.
5. Reinstall the Plexiglas protector.
6. Replace the brackets and refasten the screws.

Pump To Reload Artwork Installation

Image 2: Original Pump to Reload Artwork

1. Remove the screws holding the clear Plexiglas protector and bracket on the left speaker box.
2. Remove the Plexiglas and old marquee artwork.
3. Place the new artwork in position.
4. Reinstall the Plexiglas protector, bracket, and refasten the screws.
5. Repeat steps 1-4 for the right speaker box.

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BBW Dongle Installation

1. Connect the new BBW dongle, supplied in kit, to an open USB port on the PC.
    If there are no available USB ports, contact Betson Service for a USB hub.
2. ***Important! Original dongles must remain installed in the computer!***

Software Installation

1. Insert *BBW restore disc 1* into DVD drive. Close drive and power down the game.
2. After 10 seconds, power up the game. Restore will take place shortly after power up. On-screen text tracks change as your hard drive is rewritten with the new software.
    A warning that your drive is being rewritten is normal.
    Do not interrupt power or reset the game during recovery.
3. When the game ejects Disc 1 and prompts to insert Disc 2, swap discs and close tray.
    Do not interrupt power or reset the game. Restore process will continue automatically.
4. When the update is complete, follow on-screen instructions:
    Drive configuration successful! Installation Completed Successfully!
    Please Remove DVD and Reboot Machine.

Update Completion

1. When prompted, recalibrate guns according to instructions.
2. When prompted at "Previous Registration Found" – Shoot Yes to restore Registration.
3. ***If settings aren't restored or previous registration is not found, you must re-register your game, in order to benefit fully from the online experience.***

Update Troubleshooting

Problem	Possible Cause	Solution
DVD Restore Fails	DVD drive is dirty	Purchase and use a DVD cleaning kit.
	DVD Drive Failure	Contact Betson service.

Problem	Possible Cause	Solution
Insert Dongle Screen	Missing World Dongle	Verify new world dongle is connected.
	Missing original dongle(s)	Verify old dongle(s) are connected.
	Faulty USB port	Connect dongle to a different USB port

Problem	Possible Cause	Solution
Prior Registration not found	No internet connection	Run test connection to verify failure. Consult CoinUp® manual to diagnose and repair.

Consult your original Big Buck® service manual for further troubleshooting.

Diagnostics
Menu Screens and Descriptions

Main Menu

```
        MAIN MENU

        EXIT
        OPERATOR ADJUSTMENTS
        GENERAL AUDITS
        HIGH SCORES
        PROJECTOR MENU
        ONLINE MENU
        GUN CALIBRATION
        RESET MENU
        SYSTEM INFORMATION MENU
        SYSTEM TESTS MENU
        COLLECTIONS
        VIEW LOG
```
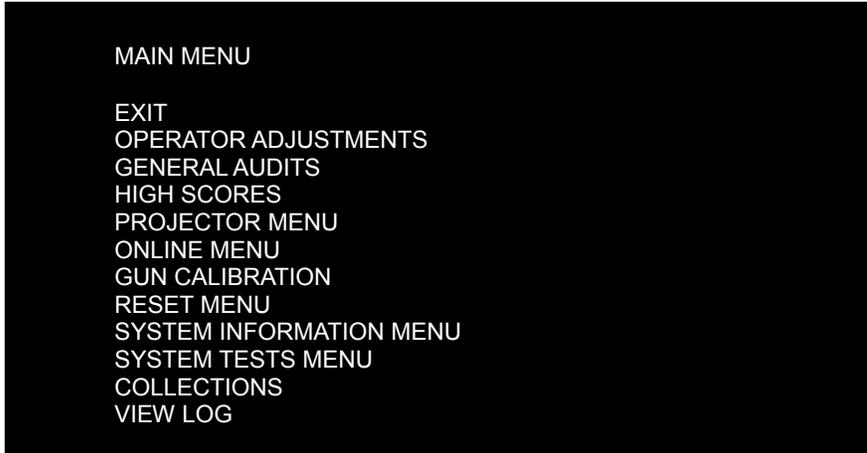
For clarity, all menu screens depicted do not include: header, footer or background image.

Main Menu

Operator Adjustments Menu

This menu controls gameplay, coinage and sound adjustments.

```
        OPERATOR ADJUSTMENTS
        EXIT
        GAME ADJUSTMENTS
        COIN ADJUSTMENTS
        PLAYER COST
        VOLUME
```

You can improve collections by customizing performance with game adjustments. Each variable on an adjustment menu changes an aspect of game play or appearance. Optimizing these settings can maintain player interest and improve earnings. Monitor the effects of adjustments by comparing audit information and earnings before and after changes.

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Main Menu
Operator Adjustments Menu
Game Adjustments Menu

This controls elements of the player experience and the time the game contacts the tournament server.

```
GAME ADJUSTMENTS
EXIT
VIOLENCE              NORMAL
BIG BUCK GIRLS        ON
SKILL LEVEL          NORMAL
INITIALS TYPE        FULL NAME
GAME UPDATE HOUR     4:00 AM-5:00 AM
```

Settings, Defaults and Choices

Setting	Description	Default	Choices
Violence	Changes visual effect of shot animals. NORMAL. Some blood appears on shot animals. Red star appears on kills. NO BLOOD. No blood appears on shot animal. In No Blood Mode, small blue star replaces red star on kills.	Normal	No Blood / Normal
Big Buck Girls	This setting allows operator to permit or eliminate images of Big Buck Girls. ON: Big Buck Girls appear in Attract and Gameplay modes OFF: No Big Buck Girls appear.	On	On / Off
Skill Level	Adjusts game difficulty by changing how shotgun reloads after each trigger pull. EASY. After each trigger pull, shotgun reloads itself without pumping. To fire another shot, pull trigger again. NORMAL. After each trigger pull, reload by pumping.	Normal	Normal / Easy
Initials Type	Adjusts how players can enter their names. FULL NAME. Players user two screens. The first name screen allows up to 13 characters. The last name screen allows up to 15 characters. INITIALS. Players can enter up to three characters. Warning: changing to Initials Only clears high score tables.	Initials Only	Full Name / Initials Only
Game Update Hour	The 60-minute period during which tournament-enabled games contact the server for updates.	4-5 AM	24 hours

Main Menu
Operator Adjustments Menu
Coin Settings Menu

This menu does **not** set game price, but specifies how much game credit is given for money added to the machine. The smallest accepted coin is a quarter, the typical setting for both coin values in the U.S. The DBV value is also a multiple of 25¢.

```
COIN SETTINGS
EXIT
FREEPLAY                    OFF
COIN 1 VALUE                $0.25
COIN 2 VALUE                $0.25
COIN 3 VALUE/DBV PULSE      $0.25
MAXIMUM CREDITS             $500.00
BONUS AWARD                 $0.00
UNITS FOR BONUS             $0.00
```

Settings, Defaults and Choices

Setting	Description	Default	Choices
Freeplay	Players can start games without money by pressing START. Use this for promotions, non-commercial applications or to test the machine.	Off	On / Off
Currency Type	Changing currency type resets coin door values. The denomination symbol changes on screen with each currency.	Dollar	Yen, Won, Ruble, Real, Peso, Krona, Guilder, Franc, Can. Dollar, Coins, Euro, NZ Dollar, Rand, Pound, Aus. Dollar
Coin 1 Value	Lets you set coin slot pricing.	$0.25	$0.25 - $63.75 in $.25 increments
Coin 2 Value	Lets you set coin slot pricing.	$0.25	$0.25 - $63.75 in $.25 increments
Coin 3 Value / DBV Pulse	The bill validator (DBV) translates bills into electronic pulses. Every $1 bill results in four pulses; each $5 bill is 20 pulses; $10 bill is 40 pulses, etc. This setting determines how much game credit is awarded per pulse. With default setting of $0.25, every $1 bill will award $1 in game credit. Set to $0.50, every $1 bill will award $2 in game credit.	$0.25	$0.25 - $63.75 in $.25 increments
Maximum Credits	The highest number of unplayed credits allowed.	$500.00	$125 - $500 in $.25 increments
Bonus Award	The amount of credit awarded per bonus unit (see below).	$0.00	$0.00 - $63.75 in $.25 increments
Units for Bonus	The value a player must enter to get bonus credit.	$0.00	$0.00 - $50.00 in $.25 increments

Bonus Award/Units for Bonus example
To give players $1.25 in credit for every dollar put in the DBV, set Bonus award to $.25 and Units for Bonus to $1.

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Main Menu
Operator Adjustments Menu
Player Cost Menu

```
PLAYER COST
TYPE- - - - - - - - - - - - - - - - - -OPER FEE- - - - - -COINUP FEE - - - - TOTAL
EXIT
TREK                      $3.00            $0.00          $3.00
ADVENTURE                 $8.00            $0.00          $8.00
BONUS ONLY                $3.00            $0.00          $3.00
TROPHY CLUB TREK          $3.00            $0.50          $3.50
TROPHY CLUB ADV.          $8.00            $0.50          $8.50
TROPHY BONUS ONLY         $3.00            $0.50          $3.00
PLAYER CARD               $0.25            $2.75          $3.00
```

Settings, Defaults and Choices

Setting	Description	Operator Fee Default	Choices
Trek	A *trek* lets players hunt at five sites and one bonus game.	$3.00	$0.00 - $63.75 in $0.25 increments
Adventure	An *adventure* is three treks (15 sites and three bonus games).	$8.00	$0.00 - $63.75 in $0.25 increments
Bonus Only	A *bonus only* is four bonus games.	$3.00	$0.00 - $63.75 in $0.25 increments
Trophy Club Trek	This is the online version of a trek (tracks player stats).	$3.00	$0.00 - $63.75 in $0.25 increments Only Operator Fee can be modified.
Trophy Club Adv.	This is the online version of an adventure (tracks player stats).	$8.00	$0.00 - $63.75 in $0.25 increments Only Operator Fee can be modified.
Trophy Bonus Only	This is the online version of bonus only.	$3.00	$0.00 - $63.75 in $0.25 increments Only Operator Fee can be modified.
Player Card	The card holds player login information.	$0.25	Cannot be modified

Main Menu

Operator Adjustments Menu

Volume Menu

Rather than requiring a manual dial or up/down buttons, all volume adjustments can be made digitally with this menu. However, during Attract Mode, pressing the Service Panel Vol + and Vol – buttons only adjust Attract Mode volume.

```
VOLUME
EXIT
GAME VOLUME          9
ATTRACT VOLUME       7
MINIMUM VOLUME       4
ATTRACT SOUNDS       OCCASIONALLY
```

Settings, Defaults and Choices

Setting	Description	Default	Choices
Game Volume	This affects sound only while game is played.	9	0 – 32
Attract Volume	This can be silenced or turned up as an advertisement to draw in players.	7	0 – 32
Minimum Volume	Determines the lowest setting possible for both Game and Attract Volumes	4	0 – 32
Attract Sounds	This determines how often the game's "advertising" sounds will be heard.	Occasionally	Off/Occasionally/Always

Main Menu

General Audits Menu

Audit screens help assess game performance, find intermittent problems, decide whether to adjust game difficulty and free game award and help maximize game earnings.

```
GENERAL AUDITS
EXIT
GAME AUDITS
SYSTEM AUDITS
GAME PURCHASE AUDITS
ADVENTURE PURCHASE AUDITS
BONUS ONLY AUDITS
COIN AUDITS
```
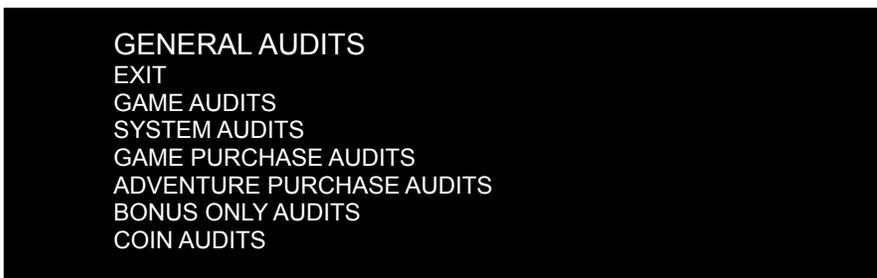
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Main Menu
General Audits Menu
Game Audits

```
GAME AUDITS
EXIT
1 PLAYER GAMES            0
2 PLAYER GAMES            0
3 PLAYER GAMES            0
4 PLAYER GAMES            0
SHOOTOUT GAMES            0
TEAMPLAY GAMES            0
PLAYER STARTS            0
GAMES ENDED              0
GAME WINS                0
CONTINUES                0
CONTINUES OFFERED        0
SHOOTOUT CHALLENGES      0
```

Main Menu
General Audits Menu
System Audits

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

Main Menu
General Audits Menu
Game Purchase Audits Menu

```
GAME PURCHASE AUDITS
EXIT
LOCAL PLAY PURCHASES
ONLINE PLAY PURCHASES
```

Main Menu
  General Audits Menu
    Game Purchase Audits Menu
      Local Play Purchases

```
LOCAL GAME PURCHASE AUDITS
EXIT

TREKS PURCHASED                    0
ADVENTURES PURCHASED               0
BONUS ONLY PURCHASED               0
SHOOTOUT TREK                      0
SHOOTOUT ADVENTURE                 0
SHOOTOUT BONUS ONLY                0
TEAMPLAY TREK                      0
TEAMPLAY ADVENTURE                 0
TEAMPLAY BONUS ONLY                0
```

Main Menu
  General Audits Menu
    Game Purchase Audits Menu
      Online Game Purchase Audits

```
ONLINE GAME PURCHASE AUDITS
EXIT
TROPHY CLUB TREKS PURCHASED             0
TROPHY CLUB ADV. PURCHASED              0
TR. CLUB BONUS ONLY PURCHASED           0
TC SHOOTOUT  TREK PURCHASED             0
TC SHOOTOUT ADV. PURCHASED              0
TC SHOOTOUT BONUS ONLY PURCHASED        0
TC TEAMPLAY TREK PURCHASED              0
TC TEAMPLAY ADV. PURCHASED              0
TC TEAMPLAY BONUS ONLY PURCHASED        0
TOURNAMENTS PURCHASED                   0
NATIONAL TOURNAMENTS PURCHASED          0
PLAYER CARDS PURCHASED                  0
```

Main Menu
  General Audits Menu
    Adventure Purchase Audits Menu

```
ADVENTURE PURCHASE AUDITS

EXIT
ADV PURCHASE AUDITS: PRO TURN-BASED
ADV PURCHASE AUDITS: PRO SHOOTOUT
ADV PURCHASE AUDITS: SAF. TURN-BASED
ADV PURCHASE AUDITS: SAFARI SHOOTOUT
```


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Main Menu

	General Audits Menu

		Adventure Purchase Audits Menu

			Pro Turn-Based Adventure Purchase Audits

ADVENTURE PURCHASE AUDITS: PRO TURN-BASED

ADVENTURE	WHOLE	TREK 1	TREK 2	TREK 3
EXIT				
WHITE TAIL	0	0	0	0
ELK	0	0	0	0
ANTELOPE	0	0	0	0
BIG HORN	0	0	0	0
MOOSE	0	0	0	0
CARIBOU	0	0	0	0
MULE DEER	0	0	0	0
BISON	0	0	0	0
MOUNTAIN GOA T	0	0	0	0

Main Menu

	General Audits Menu

		Adventure Purchase Audits Menu

			Pro Shootout Adventure Purchase Audits

ADVENTURE PURCHASE AUDITS: PRO SHOOTOUT

ADVENTURE	WHOLE	TREK 1	TREK 2	TREK 3
EXIT				
WHITE TAIL SHOOTOUT	0	0	0	0
ELK SHOOTOUT	0	0	0	0
ANTELOPE SHOOTOUT	0	0	0	0
BIG HORN SHOOTOUT	0	0	0	0
MOOSE SHOOTOUT	0	0	0	0
CARIBOU SHOOTOUT	0	0	0	0
MULE DEER SHOOTOUT	0	0	0	0
BISON SHOOTOUT	0	0	0	0
MOUNTAIN GOA T SHOOTOUT	0	0	0	0

Main Menu

	General Audits Menu

		Adventure Purchase Audits Menu

			Saf. Turn-Based Adventure Purchase Audits

ADVENTURE PURCHASE AUDITS: SAF. TURN-BASED

ADVENTURE	WHOLE	TREK 1	TREK 2	TREK 3
EXIT				
SABLE	0	0	0	0
KUDU	0	0	0	0
WILDEBEEST	0	0	0	0
GEMSBOK	0	0	0	0
BUFFALO	0	0	0	0
IBEX	0	0	0	0
RUSA DEER	0	0	0	0
BLACK BUCK	0	0	0	0

Main Menu

General Audits Menu

Adventure Purchase Audits Menu

Safari Shootout Adventure Purchase Audits

```
ADVENTURE PURCHASE AUDITS: SAFARI SHOOTOUT
ADVENTURE                    WHOLE     TREK 1    TREK 2    TREK 3
EXIT
SABLE SHOOTOUT                 0          0         0         0
KUDU SHOOTOUT                  0          0         0         0
WILDEBEEST SHOOTOUT            0          0         0         0
GEMSBOK SHOOTOUT               0          0         0         0
BUFFALO SHOOTOUT               0          0         0         0
IBEX SHOOTOUT                  0          0         0         0
RUSA DEER SHOOTOUT             0          0         0         0
BLACK BUCK SHOOTOUT            0          0         0         0
```

Main Menu

General Audits Menu

Bonus Only Audits Menu

```
BONUS ONLY AUDITS
BONUS NAME            PLAYED     BONUS NAME          PLAYED
EXIT                              page 1 of 3

DUCK HUNT               0        DOVE HUNT             0
MOONSHINE BONUS         0        BOARS GONE WILD       0
PIE IN THE SKY          0        MUG SHOT BONUS        0
PHEASANT HUNT           0        TURKEY HUNT           0
LOGYARD BONUS           0        CLOCKWORK BONUS       0
MARS NEEDS CATTLE       0        FROG FLIPPIN" BONUS   0
QUAIL HUNT              0        GOOSE HUNT BONUS      0
WINDMILL MANIA          0        BARREL BONUS          0
GOPHER GARDEN           0        METEORITE BONUS       0
```

```
BONUS ONLY AUDITS
BONUS NAME            PLAYED     BONUS NAME          PLAYED
EXIT                              page 2 of 3

LUMBERJACK BONUS        0        MONKEY DROP           0
LEMMING BONUS           0        WATERFALL             0
CORN POPPER BONUS       0        SHRUNKEN HEAD         0
PUMPKIN BONUS           0        FROG HOP BONUS        0
OFF THE RAILS BONUS     0        OSTRICH BONUS         0
BARNSTORM BONUS         0        TARANTULA BONUS       0
FISH IN BARREL BONUS    0        PINWHEEL BONUS        0
MOUNT BUCKMORE          0        MEERKAT BONUS         0
CHICKEN & EGG BONUS     0        DRUM BEAT BONUS       0
```

```
BONUS ONLY AUDITS
BONUS NAME            PLAYED     BONUS NAME          PLAYED
EXIT                              page 3 of 3

BOOBY TRAP BONUS        0        KANGAROO BONUS        0
HYENA BONUS             0        STEW POT BONUS        0
TURTLE TOSS  BONUS      0        SNAKE CHARM BONUS     0
CHAMELEON BONUS         0        CROC BLOCK BONUS      0
ANT BONUS               0        ELEPHANT BONUS        0
PYGMY BIRD BONUS        0        CLOTHESLINE BONUS     0
BAT CAVE BONUS          0
BOMMERANG BONUS         0
CRAB WALK BONUS         0
```

Main Menu

	General Audits Menu

		Coin Audits Menu

```
COIN AUDITS
EXIT
TOTAL COIN 1          $0.00
TOTAL COIN 2          $0.00
TOTAL COIN 3 DBV      $0.00
BONUS COINS           $0.00
LIFETIME COIN COUNT   $0.00
SERVICE CREDITS       $0.00
```

Main Menu

	High Scores Menu

```
HIGH SCORES

EXIT
HIGH SCORES: PRO TURN-BASED
HIGH SCORES: PRO SHOOTOUT
HIGH SCORES: SAF. TURN-BASED
HIGH SCORES: SAFARI SHOOTOUT
```

Main Menu

	High Scores Menu

		High Scores: Pro Turn-Based Menu

```
HIGH SCORES: TURN-BASED
EXIT
WHITE TAIL ADVENTURE
ELK ADVENTURE
ANTELOPE ADVENTURE
BIG HORN ADVENTURE
MOOSE ADVENTURE
CARIBOU ADVENTURE
MULE DEER ADVENTURE
BISON ADVENTURE
MOUNTAIN GOAT ADVENTURE
PERFECT STREAK
PERFECT SITES
```

Main Menu

High Scores Menu

High Scores: Pro Shootout Menu

```
HIGH SCORES: SHOOTOUT
EXIT
WHITE TAIL SHOOTOUT
ELK SHOOTOUT
ANTELOPE SHOOTOUT
BIG HORN SHOOTOUT
MOOSE SHOOTOUT
CARIBOU SHOOTOUT
MULE DEER SHOOTOUT
BISON SHOOTOUT
MOUNTAIN GOAT SHOOTOUT
```

Main Menu

High Scores Menu

High Scores: Saf. Turn-Based Menu

```
HIGH SCORES: TURN-BASED
EXIT
SABLE ADVENTURE
KUDU ADVENTURE
WILDEBEEST ADVENTURE
GEMSBOK ADVENTURE
AFRICAN BUFFALO ADVENTURE
IBEX ADVENTURE
RUSA DEER ADVENTURE
BLACK BUCK ADVENTURE
PERFECT STREAK
PERFECT SITES
```

Main Menu

High Scores Menu

High Scores: Safari Shootout Menu

```
HIGH SCORES: SHOOTOUT
EXIT
SABLE SHOOTOUT
KUDU SHOOTOUT
WILDEBEEST SHOOTOUT
GEMSBOK SHOOTOUT
AFRICAN BUFFALO SHOOTOUT
IBEX SHOOTOUT
RUSA DEER SHOOTOUT
BLACK BUCK ADVENTURE
```

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Main Menu

High Scores Menu

Animal Scoreboard

The high scores for a particular game are displayed in this format.

```
ANIMAL ADV. (or shootout) SCOREBOARD
SCORE- - - - - - - NAME - - - - -ANIMAL
EXIT
  - -              - -             - -
  - -              - -             - -
  - -              - -             - -
  - -              - -             - -
  - -              - -             - -
  - -              - -             - -
```

Main Menu

Projector Menu

```
PROJECTOR MENU
EXIT
BRIGHTNESS              0
CONTRAST               0
VERTICAL KEYSTONE      0
LAMP SAVING MODE      OFF
OFF TIME              10:00 PM
ON TIME               7:00 AM
LAMP HOURS            0
ERROR STATUS          NO ERROR
```
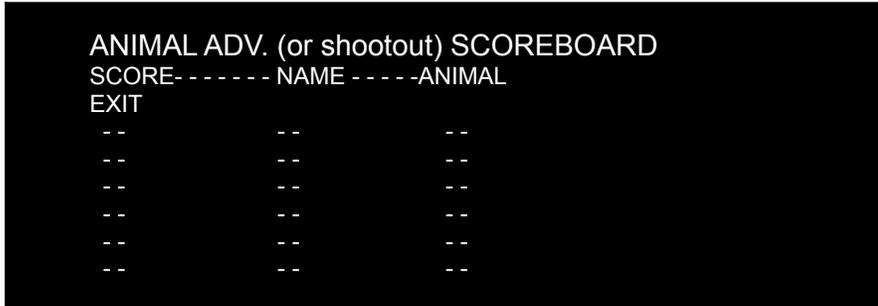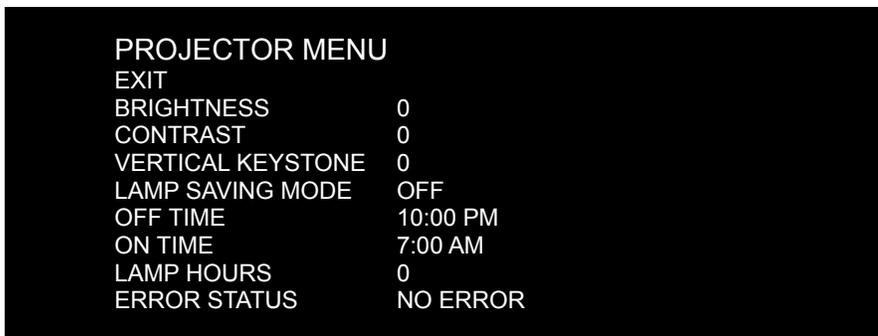
Brightness – Sets the brightness level of the projector
Contrast – Sets the contrast level of the projector
Vertical Keystone – Adjusts the vertical keystone to best fit the screen
Lamp Saving Mode – Set the projector to dim during attract mode to extend life of lamp
Off Time – Sets time for lamp to automatically turn off
On Time – Sets time for lamp to automatically turn on – *Not displayed when Off Time is set to NEVER*
Lamp Hours – Tracks the number of hours the lamp has been in use
Error Status – Displays if the projector is in an error state

Main Menu

Online Menu

These menus cover all online interaction with CoinUp®. See original manual for details on online operation.

Main Menu

Gun Calibration Menu

This is the same procedure described in your original Service Manual.

Main Menu
Reset Menu

```
          RESET MENU
          EXIT
          RESET GAME AUDITS
          RESET ADVENTURE AUDITS
          RESET CREDITS
          RESET COIN COUNTERS
          RESET ADJUSTMENTS
          RESET HIGH SCORES
          FACTORY RESET
```

Reset Game Audits - zeroes out game audits, system audits and game purchase audits
Reset Adventure Audits – zeroes out adventure purchase audits
Reset Credits - zeroes out money in
Reset Coin Counters - zeroes out coin audits, but leaves lifetime and service credits
Reset Adjustments - sets operator adjustments to defaults
Reset High Scores – clears local high score tables
Factory Reset - performs all the above resets

Main Menu
System Information Menu

These tests verify system version and check the functioning of peripherals.

```
          SYSTEM INFORMATION
          EXIT
          VERSION LIST
          DIP SWITCH SETTINGS
          TELEMETRY DATA
```

Main Menu
System Information Menu
Version List Menu

This checks the game's hardware and software versions.

```
          VERSIONS
          EXIT
          SOUND            1.9.3
          JAMMA            25q.H00.F00 D
          PMNET            00.00.00
          SOFTWARE         01.02.13.US D PRJ
          LINUX KERNEL     N/A
          PROCESSOR        N/A
          BIOS             N/A
          PLAYER 1 GUN     9e
          PLAYER 2 GUN     9e
```

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Main Menu
System Information Menu
DIP Switch Test Menu

This checks the DIP Switch settings on the I/O Board

```
DIP SWITCH SETTINGS

DIPSWITCH 1        OFF        RESOLUTION
DIPSWITCH 2        OFF        GUN SCAN CGA
DIPSWITCH 3        OFF        HSYNC/VSYNC POLARITY
DIPSWITCH 4        OFF        UNUSED
DIPSWITCH 5        OFF        UNUSED
DIPSWITCH 6        OFF        UNUSED
DIPSWITCH 7        OFF        UNUSED
DIPSWITCH 8        OFF        UNUSED

PRESS START TO EXIT
```

Main Menu
System Information Menu
Telemetry Stats

These tests check thermal qualities and electrical conductivity.

```
TELEMETRY DATA

EXIT
SYSTEM TEMPERATURE            N/A
CORE TEMP1                    23C
CORE TEMP2                    26c
TEMPERATURE STATE            N/A
CPU FAN SPEED                N/A
CASE FAN SPEED               N/A
+3.3V:                       N/A
+5.0V:                       N/A
+12V:                        N/A
-5.0V:                       N/A
-12.0v                       N/A
```

Main Menu
System Tests Menu
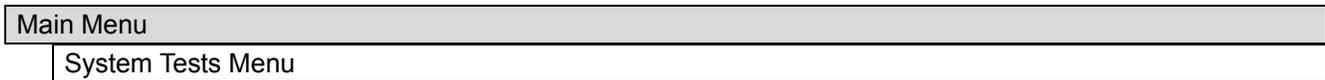
These tests check the functioning of peripherals.

```
SYSTEM TESTS
SWITCH TEST
SCREEN TESTS
SOUND TEST
FILE TEST
COIN METER TEST
START BUTTON LAMPS
WATCHDOG TEST
GUN SENSOR TEST
GUN CAMERA TEST
GUN ELECTROINCS TEST
ETHERNET PORT TEST
CARD TEST
```

Main Menu
System Tests Menu
Switch Test Menu
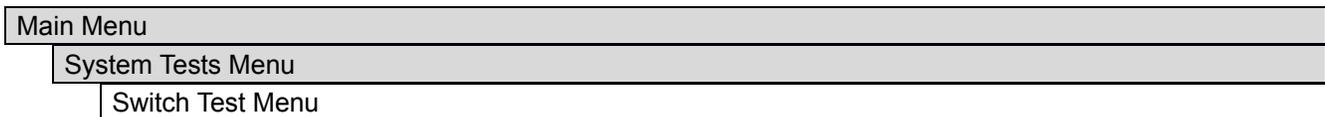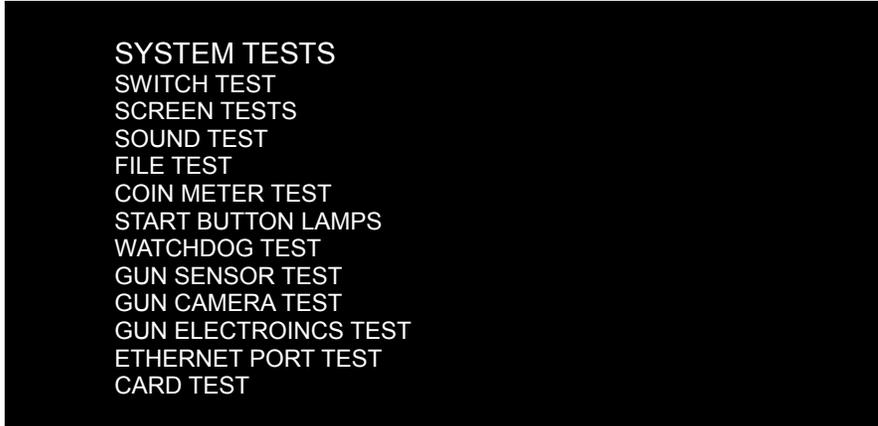
This checks input switch performance. The activated switch is highlighted on screen and the system generates a "switch active" alert sound.

```
SWITCH TEST
COIN1               COIN2
START 1             START 2
VOLUME DOWN         VOLUME UP
TEST                BILL
TRIGGER 1           TRIGGER 2
PUMP 1              PUMP 2
SERVICE
```

The Switch Test menu has a unique exit procedure because it checks the switches normally used for navigation. To exit to the main menu, simultaneously press a Start button and squeeze a trigger.

Main Menu
System Tests Menu
Screen Tests Menu

```
SCREEN TESTS
EXIT
COLOR ADJUSTMENT
SCREEN ADJUSTMENT
COLOR SCREENS
```
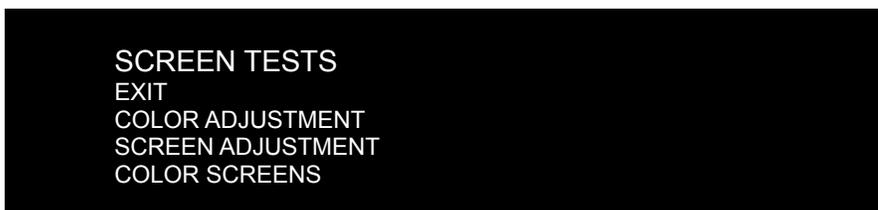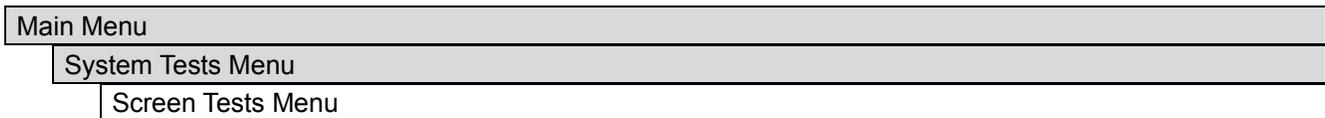
Big Buck® World™ Super Deluxe Update

Main Menu
System Tests Menu
Screen Tests Menu
Color Adjustment

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 projector. Consult the projector manual for information on how to correct problems.

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)

Main Menu

System Tests Menu

Screen Tests Menu

Screen Adjustment Menu
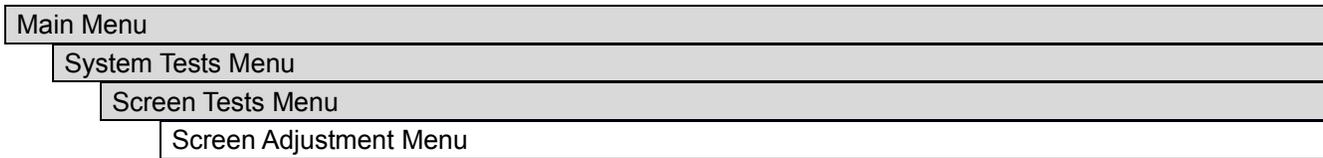
This crosshatch screen helps adjust width and height, static convergence and purity, brightness and focus. This test is the best way to align the projector image with the screen assembly.
See projector manual for information on making adjustments.

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.

Main Menu

System Tests Menu

Screen Tests Menu
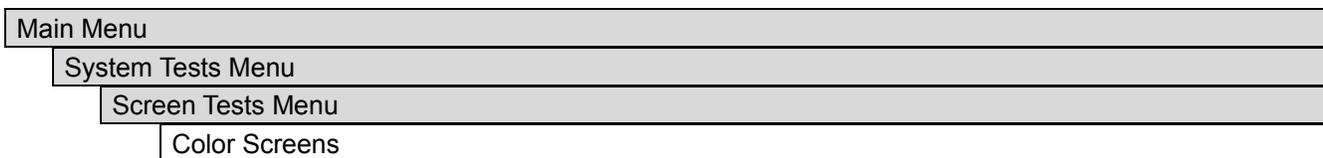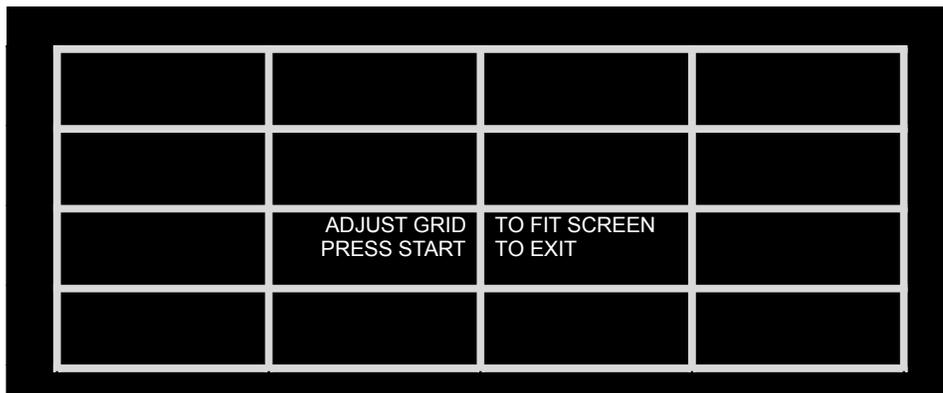
Color Screens

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 Menu

This checks sound volume and quality. Missing sounds indicated digital flaws. Distorted sounds suggest analog flaws. Lack of sound suggests disconnected or bad cables or speakers.

```
SOUND TESTS
EXIT
STREAMING SOUND
SPEECH CALL
GUN FX
SOUND FX
SOUND FX
100 Hz SINE WAVE
1000 Hz SINE WAVE
```

- STREAMING SOUND is a sample of the game music.
- SPEECH CALL includes talking commentary.
- GUN FX is the shotgun blast.
- The first Sound FX is a whistle.
- The second Sound FX is a guitar riff.
- 100 and 1000 Hz Sine Waves generate specific frequency sounds. Cancel these sounds by selecting another test.

Main Menu

	System Tests Menu

		File Tests

This tests the integrity of the contents of the hard drive, searching for corrupt or missing game files. Damaged or missing files register as failed and are listed. The only solution to this problem is to restore the system from the DVD-ROM, as described in the Restore the Hard Drive section.

Main Menu

	System Tests Menu

		Coin Meter Test

In this test, the System Tests Menu is the bottom-level menu. Watch the mechanical coin meter, which should increment by one count. If it does, it has passed the test. If it does not, it may not be receiving a pulse from the game. See Troubleshooting for more details.

Main Menu

	System Tests Menu

		Start Button Lamps

This tests for burned-out Start button lamps by alternately blinking the LEDs.

| Main Menu |
| System Tests Menu |
| Watchdog Test |

This tests the Watchdog circuit, which protects the game against screen freezes (infinite loops). After a countdown, the game resets. To exit before the reset, press either Start or Volume button, squeeze a trigger or pump a gun. If the test succeeds, the game resets normally. If the test fails, the reset process loops or ends abnormally. See the Troubleshooting Chapter to diagnose and correct this problem.

| Main Menu |
| System Tests Menu |
| Gun Tracking Test |

This test tracks the gun with a square and indicates the strength of the signal with color intensity on a bar graph. It also shows the x/y coordinates of where the gun is aiming. Squeeze the trigger to show how many samples are being taken.

```
                    GUN TRACKING TEST


          []        □□□□□□□□

                    SIGNAL STRENGTH
                      Left Gun
                       X:0 Y:0
                   Samples: 0 Used: 0


                 USE PUMP TO ACTIVATE GUN
                   PRESS START TO EXIT
                 PRESS TEST TO RECALIBRATE
```
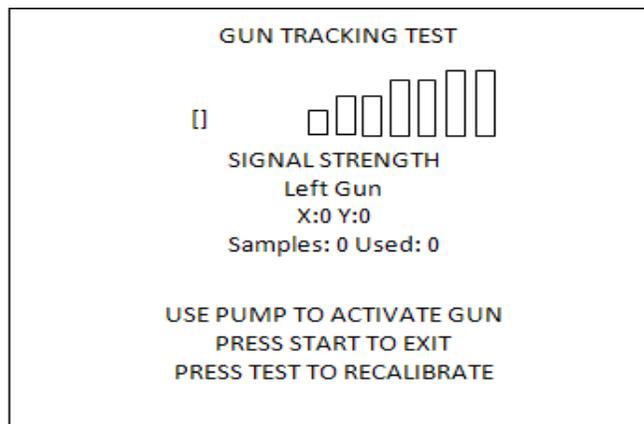
| Main Menu |
| System Tests Menu |
| Ethernet Port Test |

If Ethernet is used, this test sends attempts to send data packets to the server and reports on how many were received and how many were dropped. Note that running this test requires a loopback adapter.

| Main Menu |
| System Tests Menu |
| Card Test |

Insert a valid card to reveals the card type (player or operator) and the cardholder's name.
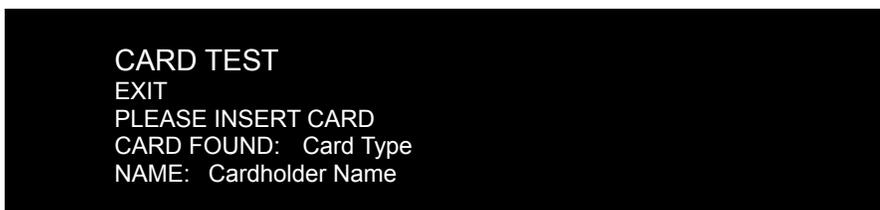
```
CARD TEST
EXIT
PLEASE INSERT CARD
CARD FOUND:   Card Type
NAME:   Cardholder Name
```

Main Menu
View Log Menu

This lists history of significant events or errors in file system.

Main Menu
Collections

```
COLLECTIONS
EXIT
SEND COLLECTIONS MESSAGE
SHOW COINUP FEE DETAILS
        LAST COLLECTION DATE        NEVER
            GROSS COLLECTIONS  $0.00
            COINUP FEES        $0.00
            NET COLLECTION     $0.00
```

Send Collections Message contacts the server and delivers the latest collections information.

Main Menu
Collections Menu
CoinUp Fee Details

```
COINUP FEE DETAILS
EXIT
LAST COLLECTION DATE              2009-07-30 11:21:45
TROPHY CLUB PLAY                                $0.00
CUSTOM CONTEST PLAY                             $0.00
COINUP CONTEST PLAY                             $0.00
PLAYER CARD PURCHASES                           $0.00
CUSTOM CONTEST DOWNLOADS                        $0.00
COINUP CONTEST DOWNLOADS                        $0.00
CUSTOM ADVERTISEMENTDOWNLOADS                   $0.00
COINUP ADVERTISEMENT DOWNLOADS                  $0.00
COMMUNICATIONS CHARGE                           $0.00
UPGRADE CHARGE                                  $0.00
TOTAL COINUP FEES                               $0.00
```

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, warranty or repair. Betson can be reached at (800) 524-2343   Fax (201) 438-4837 www.betson.com

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