

TERMINATOR SALVATION™

Super Deluxe



Setup and Operation Service Manual



PlayMechanix™



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Service Manual

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Safety

OPERATION

Before operating game, read this manual. Failure to properly install and operate this game could result in malfunction or accident. Operate the game in accordance with the manual.

TRANSPORTING

The cabinet is very heavy. Because the monitor is high, the cabinet is also very top-heavy. Use appropriate care when moving or transporting cabinet. It contains fragile glass and electronic components. Avoid rough handling.

PROXIMITY TO NEON LIGHTS

Locating the cabinet near neon lights may reduce the ability of the IR sensors to accurately track the guns. It is recommended that the cabinet be placed far away from neon lights or that any nearby neon lights be turned off.

HANDLING COMPONENTS

Many components are extremely sensitive to handling, environmental and Electrostatic Discharge (ESD) events, especially the computer. Do not handle it roughly. Before servicing, call your distributor and inquire about the PC warranty. Use proper ESD procedures when servicing. Protect components from harmful environmental conditions, such as extreme temperatures, excessive moisture or other damaging effects.

DISCONNECT POWER

Always turn the power off and unplug the unit before servicing or making adjustments unless otherwise instructed. Installing or repairing components while power is on can damage the components and void the warranty.

GROUNDING

Avoid electrical shock. Do not plug in AC power until you have inspected and properly grounded the unit. Only plug into a grounded, three-wire outlet. Do not use a "cheater" plug or cut off the ground pin on the line cord.

ELECTRICAL SHOCKS

There is no isolation transformer in the cabinet. Disconnect AC power before servicing. However, be aware that lethal voltages can remain in the electronic components even when AC power is disconnected. Use extreme caution when servicing. Verify that there is a working ground connection. If the unit sustains water damage, cease using it immediately and unplug AC power.

MONITOR

Extremely high voltages exist in the video monitor at all times. These high voltages exist even when the monitor is off and the AC line cord is disconnected. These voltages are extremely lethal and will cause death. The monitor contains no user serviceable parts. Do not attempt to service the monitor.

POWER SELECTOR

Before installing game, ensure the voltage on the PC is set properly. There is a 115/230 VAC selector switch that must be set for the correct voltage for your site. Verify the fluorescent lamp rating. The rating must match the line voltage at the installation site.

POWER CORD

If the power cord is damaged or lost, replace it with an identical cord as supplied by the manufacturer or an authorized service agent.

CONNECTORS

Ensure all connectors mate properly. If connectors do not slip in easily, do not force them. Connectors are often keyed and only connect one way. Check for correct orientation.

COMPUTER

The computer contains sensitive components, including a hard drive. Do not handle it roughly. Call your distributor before servicing its internal components. Ask about warranty information as it relates to the PC. Do not turn the PC power switch on or off. It should remain permanently in the ON position. Cycle AC power on or off with the cabinet power switch. A dongle has been inserted into one of the USB ports. This is required for game play. Do not remove the dongle except for troubleshooting purposes.

FLUORESCENT TUBES

A dropped fluorescent tube may break and implode. Shattered glass from the implosion can travel long distances and cause bodily injury. Use proper procedures when handling broken materials, as these items can contain hazardous material such as mercury or lead.

WATER JETS

Do not install or operate game within operating perimeter of a water jet. Do not clean equipment using water jet.

HAZARD TO EPILEPTICS

A small portion of the population has an epileptic condition that may cause seizures. Affected persons experience seizure while watching some television pictures or playing certain video games. People who have not had seizures may still have an undetected epileptic condition. If anyone in your family has experienced epilepsy symptoms (seizures or loss of awareness), consult your physical before using video games. While children play video games, a parent should observe. Be alert to the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation or convulsions. If you or your child experiences these symptoms, discontinue use immediately and consult your physician.

MANUAL

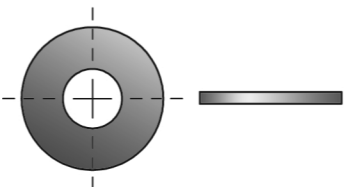

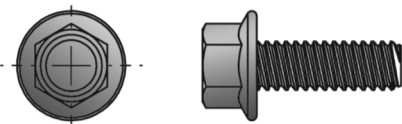



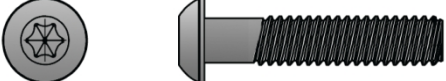



Keep this manual available and ready for use. If the game fails to function properly, turn off the machine and unplug the AC line cord. Contact your local distributor. Your warranty, when applicable, lasts 60 days from your purchase date. You may not reproduce this document or any of its contents without written authorization from Raw Thrills, Inc. or Play Mechanix™ Inc.

SPECIFICATIONS

For reasons such as performance, this product's specifications may change without notice. Federal patent, copyright and other intellectual property laws protect the content, devices and design of the game and its equipment.

Hardware

Use this page to identify screws, bolts and nuts used in the setup. A circled letter appears next to each item and is used in the installation instructions. When in doubt, hold the item up to its corresponding measurement to verify.

①	1/4-20 black washer		24 pcs.
②	1/4-20 nylon insert nut		4 pcs.
③	1/4-20 x 3/4" black bolt		38 pcs.
④	1/4-20 x 2" black bolt		4 pcs.
⑤	1/4-20 x 2" black torx screw		20 pcs.
⑥	1/4-20 x 3" black bolt		10 pcs.
⑦	1/4-20 x 1 1/4" black torx screw		12 pcs.
⑧	1/4-20 x 1 1/2" black bolt		4 pcs.
⑨	1/4-20 x 3/4" black torx screw		4 pcs.
⑩	#8 x 1/2" machine screw		10 pcs.

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Setup and Assembly

Unpack Carton

1. Move shipping carton near assembly site.
2. Remove banding straps and open carton.
3. Remove boxes from the top of the carton.
4. Remove corrugated sides and corners from container.
5. Unpack remaining boxes. Set hardware bag aside.
6. Remove all contents from boxes and inspect.
7. For this assembly, you will need
 - One or two assistants,
 - Two six-foot ladders,
 - Phillips head screwdriver,
 - 3/8 socket wrench,
 - 7/16 socket wrench,
 - T-25 security torx screwdriver (included in kit)
 - Level

Assemble Screen Base

USES HARDWARE KIT A

1. Identify a site for the game that:
 - Has a grounded AC outlet
 - Has about 10 horizontal feet of unobstructed wall space with no windows, Light may shine through behind the screen or cast shadows
 - Has about 20 feet of open space from the wall
 - Has at least nine feet ceiling clearance, in order to raise the front screen frame assembly cleanly over the screen base
 - Is moderately dark
 - Is away from neon lights (which impair the IR sensors)
 - Has a relatively flat floor
2. Position the screen base halves about 3 feet from the wall so that the 12 infrared (IR) sensors face away from the wall.
3. Remove the screws holding the access doors on the left and right screen base halves.
4. Remove the access doors and set aside.

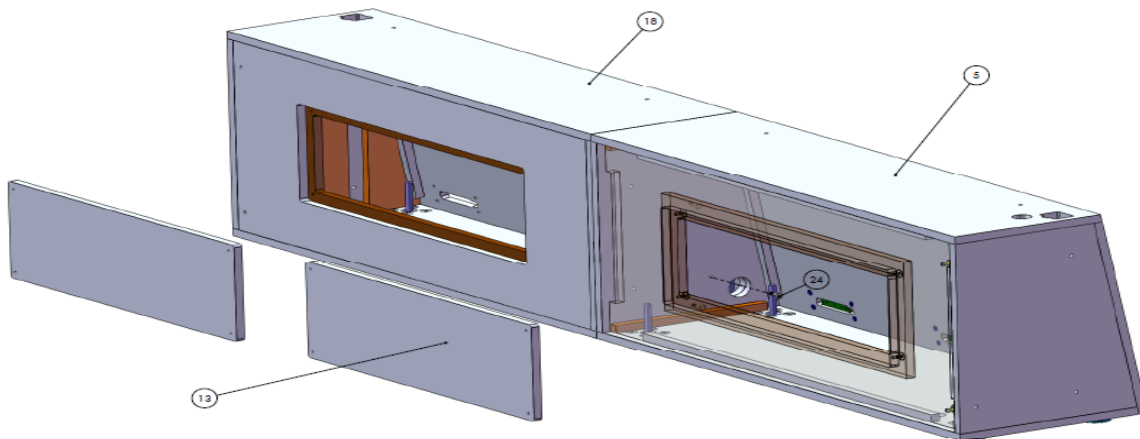


Figure 1: Screen Base Assembly

5. Using four **3** bolts, fasten the left and right screen base halves together.
6. Connect the IR LED Board power cables
7. Place a level on top of the screen base.
8. Adjust the six leg levelers beneath the screen base until it is level front to back as well as left to right. Turn the knobs at the base of the levelers to raise and lower the screen base.

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Arrange Front Screen Frame Posts

1. On the floor in front of the screen base, arrange and identify the front screen frame posts:
 - Top (stamped "A"),
This post has four holes to accommodate bolts fastening it into the screen base.
 - Bottom ("B"),
The left and right posts each have two holes just near the top.
 - Left ("C"),
The left and right posts each have two holes just near the top.
 - Right ("D")
The left and right posts each have two holes just near the top.
 - Center support
The top and bottom posts each have a square hole to accommodate this post.
2. Turn the four black posts so that the sides with the female snaps (which will hold the screen in place) face the floor.
Note that the center support post has no snaps or holes.
3. Orient the posts so the female snaps will be on the outside of the finished frame assembly.
Snaps on the left and right posts form a straight line with snaps on the top and bottom posts.
4. Turn all the posts so the snaps face the floor.
5. Insert the center support post into the top and bottom posts.
6. Abut the left and right posts to the top and bottom posts.
On the floor, the right and left posts are reversed. D is on the left and C is on the right.

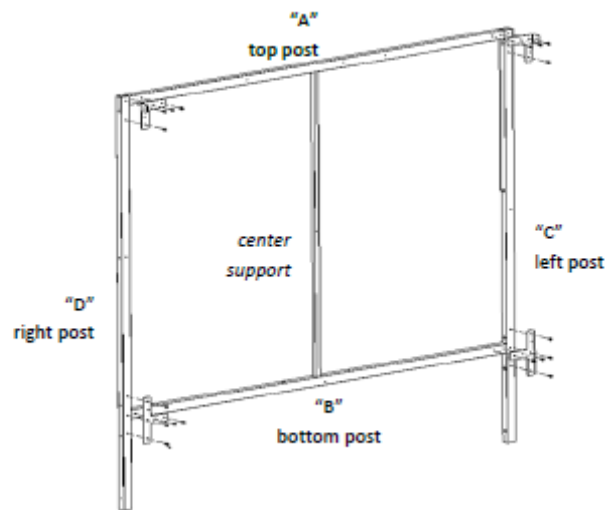


Figure 2: Front Screen Assembly
*During final assembly orientation is reversed.
In this image, the right post "D" is on the left.*

Assemble Front Screen Frame

USES HARDWARE KIT B

1. Align holes of "A" corner bracket with holes in top and right posts.
The perpendicular wing should point up. See Figure 2A.
2. Insert four ③ bolts through "A" corner bracket into posts. Do not tighten.
3. Repeat steps 1-2 for corner "B" bracket and top and left posts.

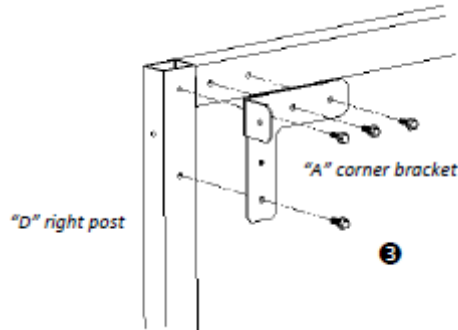


Figure 2a: Front Screen Assembly – Corner Bracket

Close-up of right and top posts and "A" corner bracket.

Align holes in brackets with holes in posts and fasten bolts.

Note orientation of perpendicular flap on the right of the assembly.

4. Align T bracket with right and bottom posts.
5. Insert five ③ bolts through T bracket. Do not tighten.
6. Repeat steps 4-5 with left and bottom posts.
7. Tighten all bolts.
8. Align hole in a cross joiner with hole in perpendicular flap of an "A" corner bracket.
9. Affix one ③ bolt through the corner bracket flap into the cross joiner. Tighten bolt. *See Figure 3.*
10. Repeat steps 8-9 with remaining cross joiner into a "B" corner bracket.

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Attach Front Screen Frame Assembly to Screen base

USES HARDWARE KIT B

1. With an assistant, carefully insert the left and right posts of the front screen frame assembly into holes on top of screen base. Snaps face away from the wall; cross joiners point to the wall.
See Figure 3.
2. Lift the left post slightly to align the top holes on the side of the screen base with the top hole in the left post.
3. Affix one **6** bolt with **1** washers through screen base into the left post.
4. Repeat steps 2-3 for right post. Do not tighten bolts.
5. Insert four **6** bolts with through holes of bottom post into screen base.
6. Tighten all bolts.

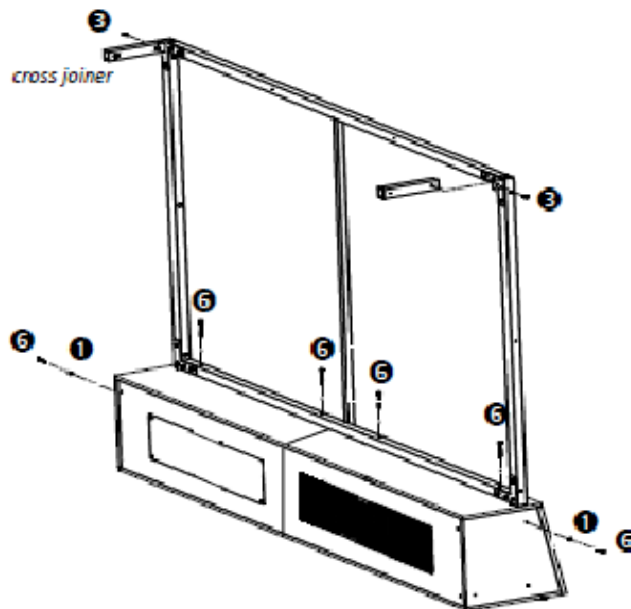


Figure 3: Screen Base Assembly with Front Screen Assembly
Image is oriented from the rear with an access panel removed.

Assemble Rear Screen Frame

USES HARDWARE KIT B

1. Identify the three rear screen frame posts:
 - The top post, marked "G," has four evenly spaced holes.
 - The left ("E") and right ("F") posts have two holes at the top and one near the bottom.
2. Lay out three posts of rear screen frame on the ground according to Figure 4. *When laid out properly, the bolt holes on the left and right posts face outward.*
3. Align holes of remaining "A" corner bracket with holes of top and left posts. *See Figure 2A.*
4. Insert four **3** bolts through the "A" bracket into posts. Do not tighten.
5. Repeat steps 3-4 for the remaining "B" corner bracket and top and right posts.
6. Tighten all bolts.

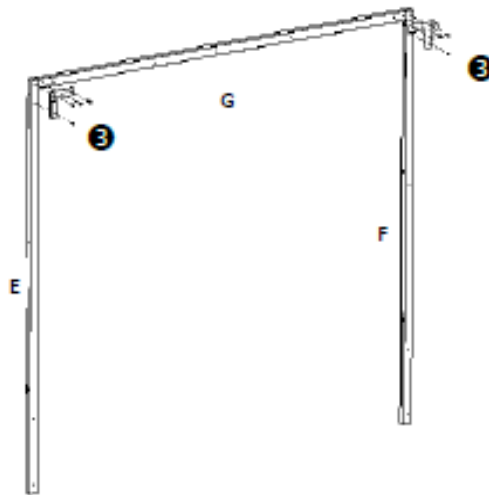


Figure 4: Rear Screen Frame Assembly

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Attach Rear Screen Frame Assembly to Screen Base

USES HARDWARE KIT B

1. Align holes at bottom of rear screen frame assembly posts with holes in rear of screen base. The perpendicular flaps on the rear screen frame assembly should be very near the cross joiners. See Figure 5.
2. Affix two ⑥ bolts through each post into the screen base. Do not tighten bolts.
3. Align hole on left cross joiner with hole on "A" corner bracket on rear screen frame.
4. Insert ③ bolt through flap into cross joiner. Do not tighten.
5. Repeat steps 3-4 through "B" corner bracket.
6. Tighten all bolts.

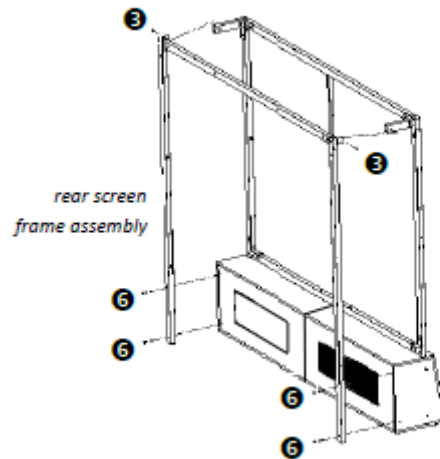


Figure 5: Screen Base Assembly with Rear Screen Assembly
Image is oriented from the rear with an access panel removed.

Attach Lower Screen Spacer to Frame Assembly

USES HARDWARE KIT C

1. Lift the lower screen spacer panel sub-assembly into place. Z-brackets should rest on bottom of front screen assembly.
2. Tighten down z-brackets on spacer panel.
3. Position lower right snap bracket on top of spacer panel.
4. Affix five ⑩ screws through snap bracket into spacer panel. Do not tighten.
5. Insure snaps form a straight line and tighten all bolts and screws.



Figure 6: Lower Screen Spacer
Image is oriented from the rear. Snap bracket shown is on the left.

Assemble Screen Frame Panels

USES HARDWARE KIT C

1. Align holes of left side panel with holes on left of screen frame assembly.
2. Affix six ⑦ screws with ① washers through left side panel into screen frame assembly. Tighten screws.
3. Repeat steps 1-2 for right side panel.

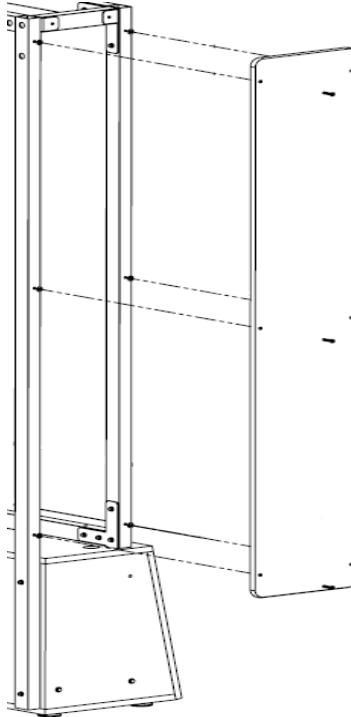


Figure 7: Screen Panel Assembly

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Attach Marquee and Heads to Screen Frame Assembly

Use Caution Climbing Ladders

The marquee assembly and heads are heavy, bulky and fragile. Use extreme caution when you and a partner lift them to the top of the screen frame assembly while climbing ladders or step stools. Ensure ladders are stable and located on solid, flat ground.

USES HARDWARE KIT C

1. Lift terminator head sub-assembly atop screen frame assembly.
2. Lift second terminator head sub-assembly atop screen frame assembly.
3. Position heads to left and right of center.
4. Locate head power cable in left screen base. Thread cable up through base to connect to heads.
5. Lift marquee assembly atop screen frame assembly. Z-brackets should rest on top of front screen assembly. Take care not to snag the connected power cable.

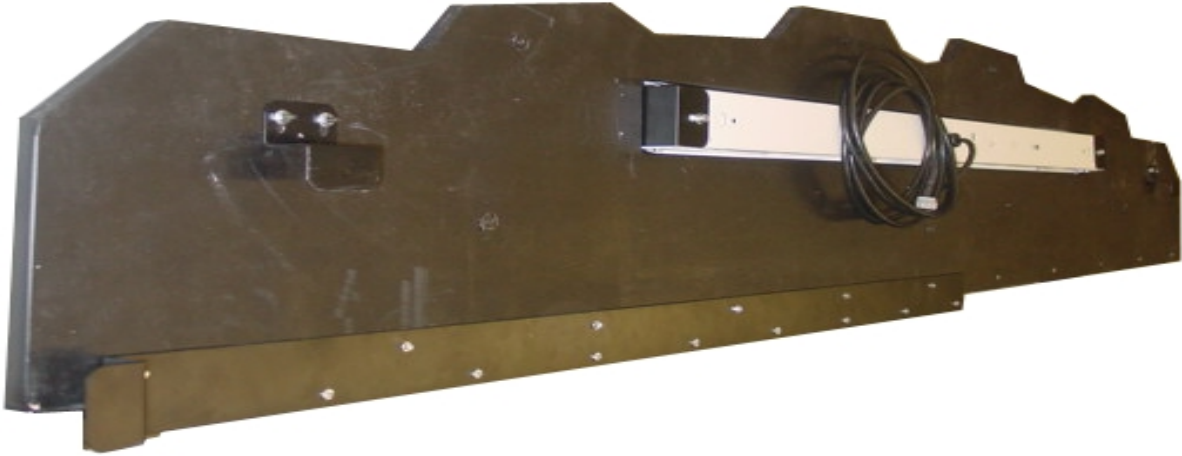


Figure 8: Marquee Sub-Assembly

Image is oriented from the rear. Snap bracket shown is on the right.

6. Affix upper left snap bracket using to marquee using ⑩ screws. Do not tighten.
7. Insure snaps align correctly to form straight lines and tighten all bolts and screws.



Figure 8a: Upper Left Snap Bracket Assembly

Insure snaps form a straight line before tightening into place.

8. Connect marquee power cable to matching cable from left screen base.

Affix Screen to Screen Frame Assembly

1. Unroll screen so that male snaps face the wall and the label is in the bottom left corner.
2. Starting at top corners, snap screen onto front of screen frame assembly.
Use ladders as needed. Screen material stretches to fit frame.

Attach Floor Supports to Screen base

USES HARDWARE KIT D

1. Position floor support sections along side the screen base.

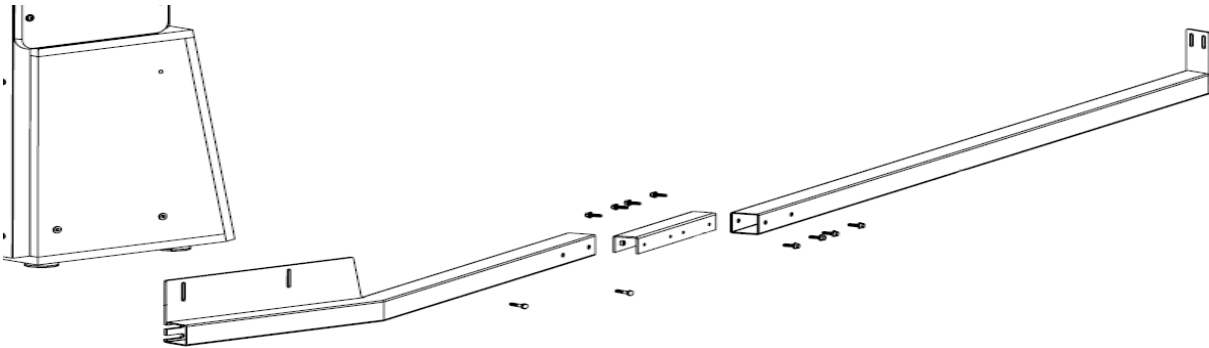


Figure 9: Floor Support Assembly

2. Thread cables from the screen base into the short bent segment of the floor support.
Left side will have two cables while right side will have only one.
3. Align holes on floor support flange with holes on side of screen base.
4. Insert two **4** bolts with **1** washers through flange into screen base. Do not tighten bolts.
5. Thread cables from short bent segment through long straight segment of floor support.

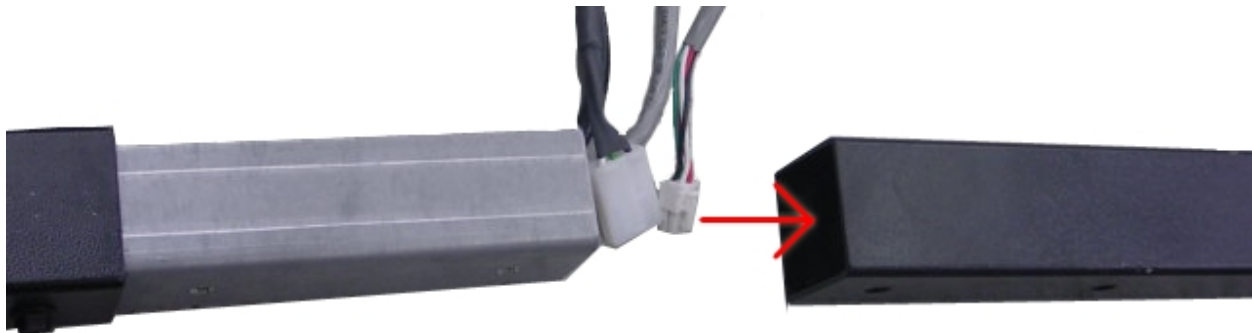


Figure 9a: Routing Floor Support Cables

6. Connect the long segment onto the metal connector sleeve.
7. Affix segments together by inserting four **3** bolts through long straight segment into connector sleeve. Take care to avoid the cables within the floor support. Do not tighten bolts.
8. Repeat steps 1-7 for right floor support.
9. Replace both screen base access doors.
10. Replace screws to secure access doors.

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Open Gun Pedestal Coin Door

1. Remove the coin door key from the coin return chute.
2. Open gun pedestal coin door. Note the position of the Service Button Panel.
3. Locate the keys for the projector access door and lower access door on the inside of the coin door. Remove the projector remote control from the cash box.



Connect Floor Support Cables to Gun Pedestal

1. Position gun pedestal near floor supports.
2. Remove gun pedestal lower door.
3. Connect the 2-pin 5V IR cables from the left floor support to its mate inside the gun pedestal.
4. Connect the 2-pin AC plug from the left floor support to its mate inside the gun pedestal.
5. Connect power cable from right floor support to gun pedestal power outlet.

Attach Outrigger Braces to Outriggers

USES HARDWARE KIT ATTACHED TO OUTRIGGER

1. Position outrigger to near gun pedestal.
2. Connect lower outrigger brace to outrigger using two **9** torx screws. Do not tighten.
3. Connect upper outrigger brace to outrigger using four **5** torx screws. Do not tighten. *Be sure to match the angle of lower brace.*
4. Verify outrigger braces line up correctly to gun pedestal.
5. Tighten down screws.
6. Repeat steps 1-5 for second outrigger.

Connect Outrigger Cables

1. Remove six screws from rear door of outrigger.
2. Remove outrigger rear door and set aside.
3. Locate outrigger power cables inside gun pedestal. *There are 5 connectors needed for each outrigger.*
4. Thread cables from gun pedestal through upper outrigger brace into outrigger.
5. Connect the three 2-pin connectors and two three pin-connectors.
6. Repeat steps 1-5 for second outrigger.

Attach Outriggers to Gun Pedestal

USES HARDWARE KIT ATTACHED TO OUTRIGGER

1. Align outrigger brace with gun pedestal.
2. Connect lower outrigger brace to gun pedestal using two **5** screws.
3. Connect upper outrigger brace to gun pedestal using four **5** torx screws.
4. Replace outrigger door.
5. Fasten six screws to hold door to outrigger.
6. Repeat steps 1-5 for second outrigger.
7. Tighten all screws.

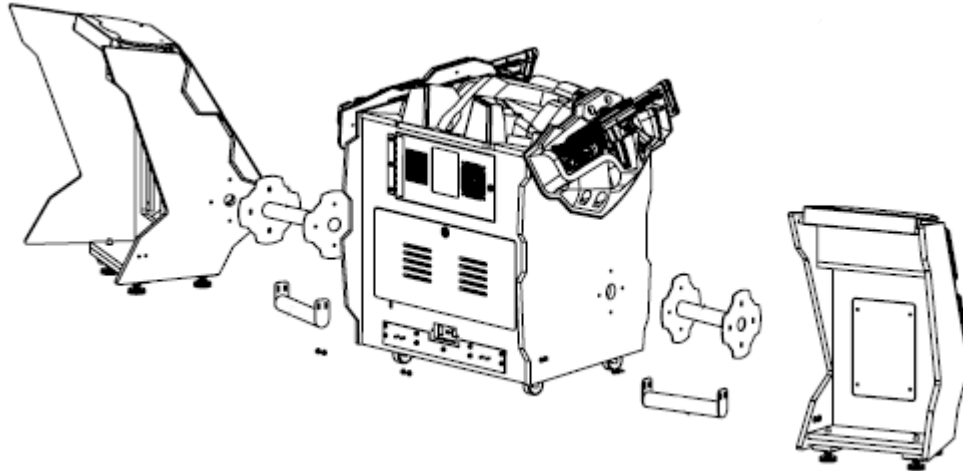


Figure 10: Gun Pedestal with Outriggers

Attach Floor Supports to Gun Pedestal

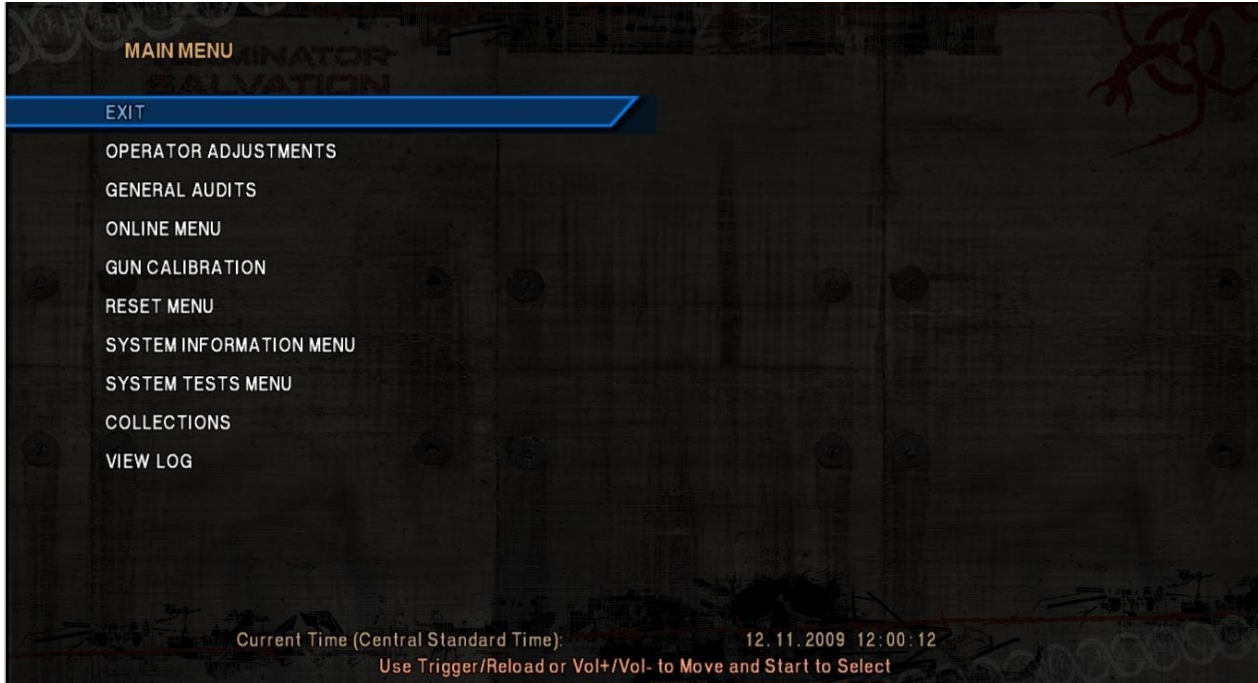
USES HARDWARE KIT D

1. Move gun pedestal to floor supports flanges.
2. Position gun pedestal so that posts on gun pedestal mounting plate protrude through holes on floor supports flanges.
3. Fasten a **2** nut and a **1** washer over each post. Do not tighten nuts.
4. Adjust gun pedestal leg levelers to raise the wheels just above the floor to keep the pedestal stable. Leveling does not need to be perfect yet.
5. Adjust outrigger leg levelers to match gun pedestal.
6. Tighten all floor support bolts.

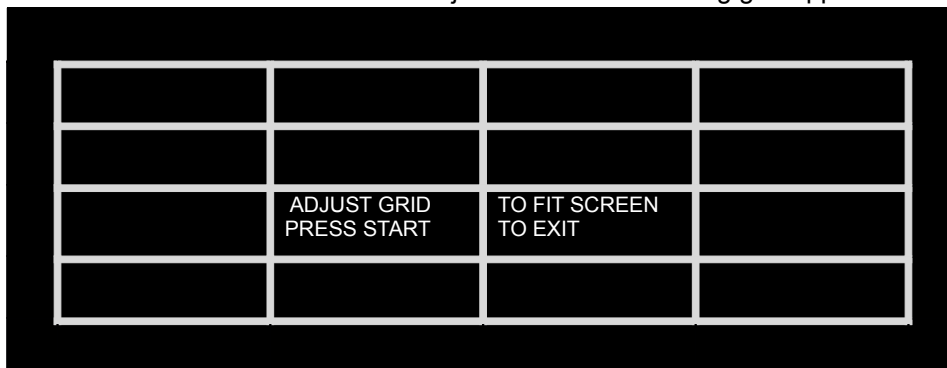
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Access the Screen Adjustment Grid

1. Check that the voltage switch is set properly.
2. Turn cabinet AC switch on rear of gun pedestal to ON.
3. Make sure all lights are on and projector is on. Projector may take a moment to turn on. See Troubleshooting if anything fails.
4. Darken as many lights in the room as possible.
5. Press the TEST button on the Service Button Panel to access the Diagnostic Menu System.
6. Use the left gun pump to highlight the System Tests Menu.

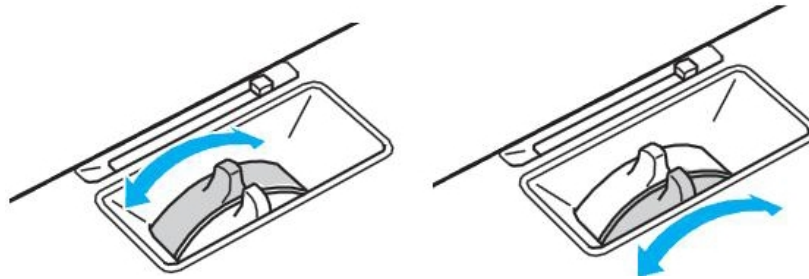


7. Press the left Start button to select System Tests Menu.
8. Pump the gun to highlight Screen Tests.
9. Press the Start button to select Screen Tests.
10. Pump the gun to highlight Screen Adjustment
11. Press the Start button to select Screen Adjustment. The following grid appears.



Level the Projector

1. Adjust focus control (front ring near lens) on projector to sharpen screen image.



**Figure 11: Projector Focus dial highlighted on left
Projector Zoom dial highlighted on right**

2. Raise or lower the gun pedestal leg levelers to center the grid on the screen.
Grid lines should be parallel to the screen borders all around.
Gun pedestal wheels should not touch the ground.
3. Adjust the zoom control (rear ring) to enlarge the image on screen as much as possible without touching the screen edges.
4. If necessary, make horizontal adjustments to the projector by loosening the screws that hold the projector support tray to the gun pedestal shelf and moving the tray left or right.
5. Tighten screws when finished.
6. Make further, minor vertical adjustments by loosening the red thumbscrews on the projector support tray and lowering or raising the tray.
7. Tighten thumbscrews when finished.
8. While observing screen, close projector access door.
When door is closed, image should remain crisp and unobstructed.
9. Close and lock projector access door.
10. Press the Start button to exit the Screen Adjustment Menu.
11. Turn cabinet AC switch to OFF.
12. Tighten bolts at front and rear flanges of floor supports into base and pedestal.
Take care not to tilt base or pedestal.

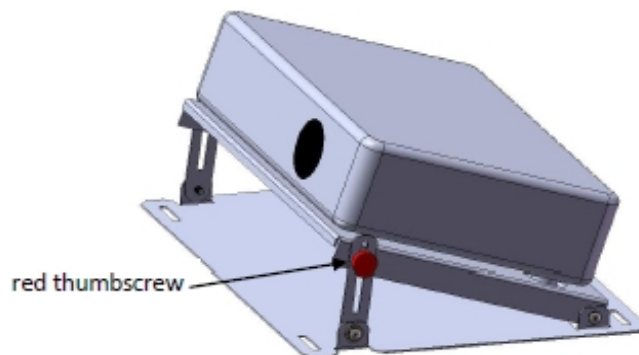
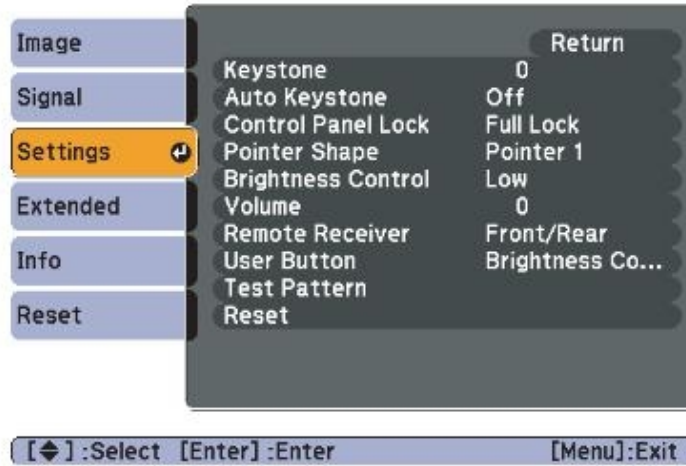


Figure 12: Projector on support tray

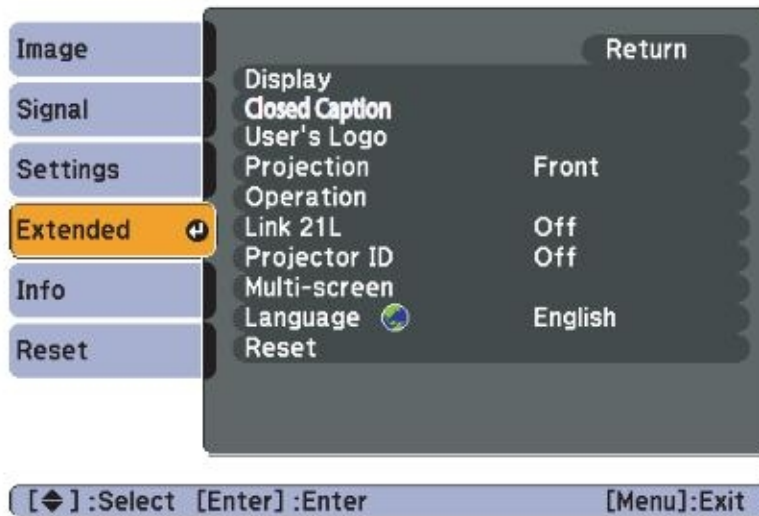
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Make Final Adjustments

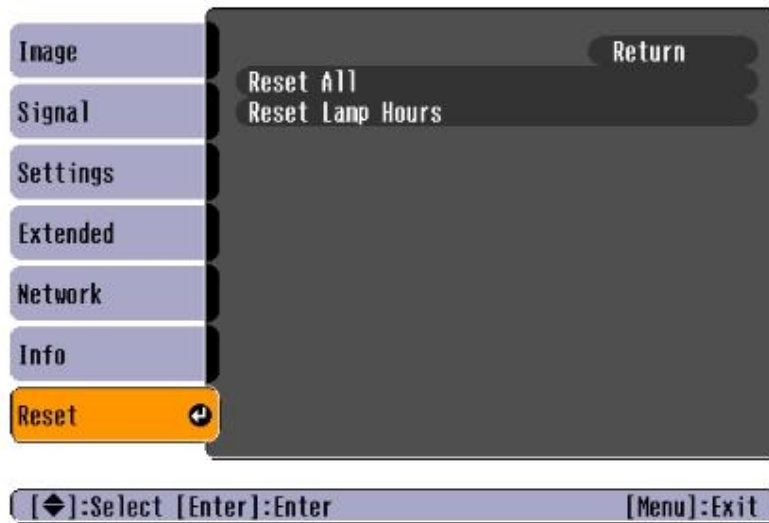
1. Turn cabinet AC switch to ON.
2. If necessary, repeat Screen Adjustment as described previously to ensure grid is still parallel to screen after attaching outriggers.
3. Press the Menu button on the projector remote control.
Refer to projector manual for details on adjusting the projector and using the remote.
4. Scroll to the Settings menu.



5. Highlight and adjust keystone to correct any trapezoidal shape to the screen.
6. Scroll to the Extended menu.



7. Verify that the Link21L setting is ON.
8. Scroll to Signal menu.
9. Verify that the Aspect setting is 16:9.
10. Scroll to the Reset menu.



11. Highlight and execute Reset Lamp Hours.
Execute the Reset Lamp Hours function every time the projector bulb is replaced.
12. Exit the Projector menu system.
13. *Further projector adjustment can be made in Diagnostic Mode under the Projector menu.*

Calibrate Guns

1. Press the TEST button inside the coin door to enter the Diagnostic System.
2. From the Main Menu, scroll to highlight Gun Calibration.
3. Press a Start button to enter calibration.
4. Pull the trigger on the left gun to indicate that it is Player 1.
5. Stand directly in front of the gun pedestal. Aiming the left gun at the “+” sign, pull trigger to shoot.
6. Follow on-screen instructions for gun tracking. The dot indicates the spot where the gun is aimed. Verify accuracy by pointing at different areas of the screen.
7. Accept calibration by pressing the left Start button.
8. Repeat steps 5-9 for right gun.
9. Press Start button when finished.

Test Gun Functionality

1. From Main Menu, pull gun trigger to cycle through choices until you reach System Tests.
2. Press a Start button to select System Tests.
3. Scroll to highlight the Gun Tests Menu.
4. Press the Start button to select the Gun Camera Test.
5. Scroll to highlight the Gun Sensor Test.
6. Press the Start button to select the Gun Sensor Test.
7. Sweep the gun from left to right and back again and watch the squares on screen to ensure they all turn green.
If any squares remain red, that particular IR sensor may be dirty or damaged.
8. Press the Start button to return to the System Tests menu.
9. Squeeze the trigger to highlight Gun Camera Test.
10. Press the Start button to begin the test. You may use one or both guns for this test. Each gun controls a dual-track of colored dots. As you tilt each gun, the orientation of the tracks rotates, as the sensors perceive the change in angle. Note whether any of the dots disappear or flicker when near the center of the screen. This may indicate a dirty or poorly functioning gun camera.

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11. Press the Start button to return to the System Tests menu
12. Scroll to highlight the Gun Electronics Test.
13. Press the Start button to begin the test.
14. Squeeze the trigger to see additional test results.
15. Ensure the guns pass all tests.
16. Press the Start button to conclude the test and return to the System Tests menu.
17. Press the Start button again to return to the Main Menu.
18. Using the Diagnostic system, described later in this manual, run other diagnostics and make desired adjustments.

Other Tests

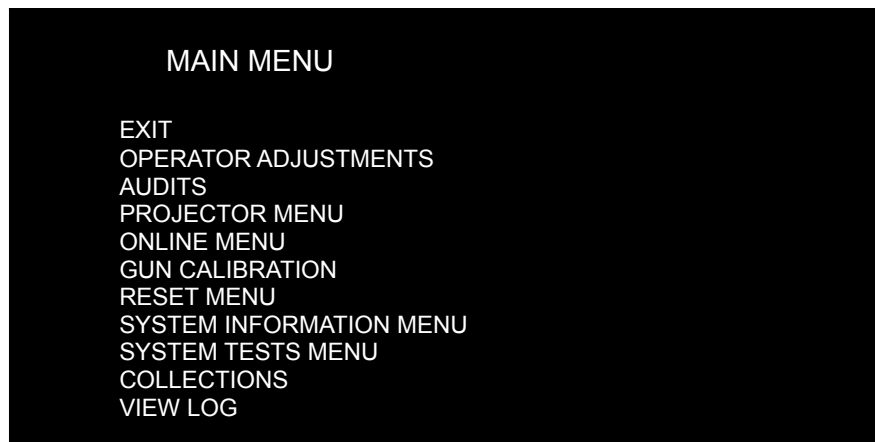
See the Diagnostic Section for further information.

1. Enter the Switch Test menu and verify all switches function.
2. Enter the Screen Test menu and verify that video is acceptable.
3. Enter the Sound Test menu and verify the audio works and is not distorted.
4. Enter the Coin Meter Test menu and verify the operation of the coin meter.
5. Enter the Cabinet Lamps Test menu and verify that all cabinet lights work correctly.
6. Enter the Watchdog Test menu, which reboots the game.
7. Upon a successful reboot, you are ready to make adjustments to pricing, volume and other functions found in the Adjustments section of Diagnostics.

Terminator Salvation™ Super Deluxe

Menu Screens and Descriptions

Main Menu



For clarity, all menu screens exclude the header, footer, and background image.

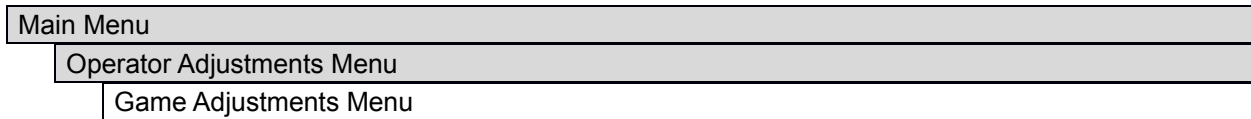
Main Menu

Operator Adjustments Menu

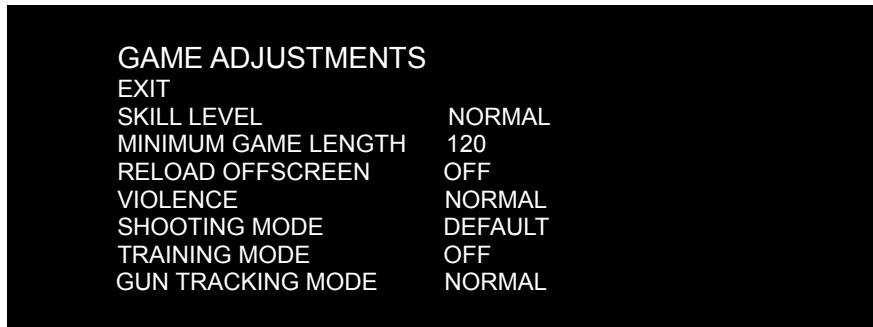
This menu controls gameplay, coinage and sound adjustments.



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.



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



Settings, Defaults and Choices

Setting	Description	Default	Choices
Skill Level	Adjusts game difficulty by changing how gun reloads. EASY. Ammunition is restored whenever clip runs out. NORMAL. After each 60 shots, player must reload by pumping gun magazine clip.	Normal	Normal / Easy
Minimum Game Length	Adjusts length of game in seconds and adjusts damage amounts. The time can be changed in five-second increments.	120	20-300
Reload Offscreen	Turning this function on allows players to shoot the gun off screen to reload their weapon. This may be useful while you are awaiting a replacement part.	Off	Off / On
Violence	Toggles the display of certain violent scenes in the game	Normal	Normal / Low
Shooting Mode	Enables gun sight and tracer bullets for all guns	Default	Default / Gun Sight & Tracer
Training Mode	Shows extra training videos at start of game	Off	Off / On
Gun Tracking Mode	Controls gun tracking method by allowing locations with bright lights near game to set choice to <i>restrictive</i>	Normal	Normal / Restrictive

Terminator Salvation™ Super Deluxe

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
CURRENCY TYPE	Dollar
CURRENCY UNIT VALUE	\$0.25
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
Currency Unit Value	Lets you set base value per coin	\$0.25	\$0.25 - \$63.75 in \$.25 increments
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.

Main Menu
Operator Adjustments Menu
Player Cost Menu

```

PLAYER COST
TYPE----- OPER FEE----- COINUP FEE ----TOTAL
EXIT
START COST           $1.00           $0.00           $1.00
CONTINUE COST        $1.00           $0.00           $1.00
    
```

Settings, Defaults and Choices

Setting	Description	Default	Choices
Start Cost	The amount of money required to begin a game.	\$1.00	\$0.00 - \$63.75 in \$0.25 increments
Continue	The amount of money required for a player to continue a game.	\$1.00	\$0.00 - \$63.75 in \$0.25 increments

FEE ADJUSTMENT

Note that CoinUp® fee cannot be adjusted by the operator.

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

Terminator Salvation™ Super Deluxe

Main Menu

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.

```
AUDITS
EXIT
GENERAL AUDITS
SYSTEM AUDITS
COIN AUDITS
```

Main Menu

Audits Menu

General Audits

```
GENERAL AUDITS
EXIT
PLAYER STARTS                0
PLAYER CONTINUES              0
PLAYER CONTINUES OFFERED     0
GAMES STARTED                 0
GAMES ENDED (NOT WON)        0
GAMES COMPLETED (WON)       0
AVERAGE GAME TIME (SHOOTING) 0
AVERAGE GAME TIME (TOTAL)    0
```

Main Menu

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
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
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 are used by games connected to CoinUp®. See CoinUp® Operation Overview section in this manual and visit www.coinup.com for more information.

Main Menu
Gun Calibration Menu

This is the same procedure described earlier in the **First Calibration** section.

Terminator Salvation™ Super Deluxe

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 High Scores - zeroes out high score tables

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

Factory Reset - performs all the above resets

Main Menu

System Information Menu

These submenus can give you information on how the system has been functioning and on various settings and updates.

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

Main Menu

System Information Menu

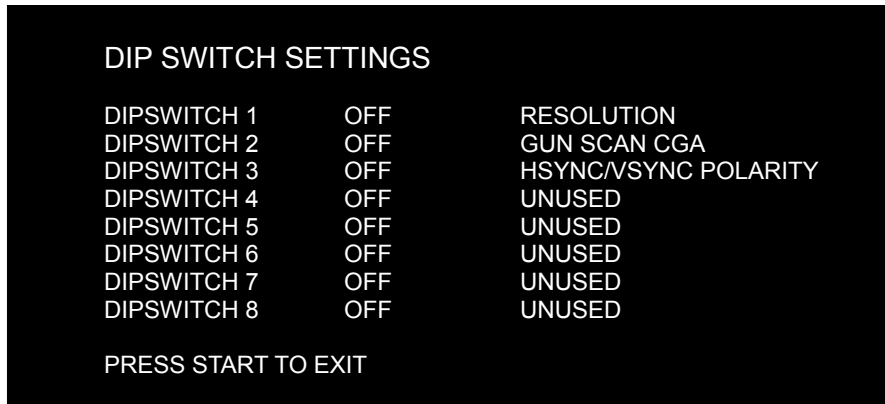
Version List Menu

For troubleshooting purposes, this menu gives you information on the latest update of various components.

```
VERSIONS
EXIT
SOUND          19.3
JAMMA          25q.H8b.Fd1.U2a R
PMNET          00.00.00
SOFTWARE       1.08.00.US – Build: Dec 8 1009 11:39:04
LEFT GUN       9e
RIGHT GUN      9e
```

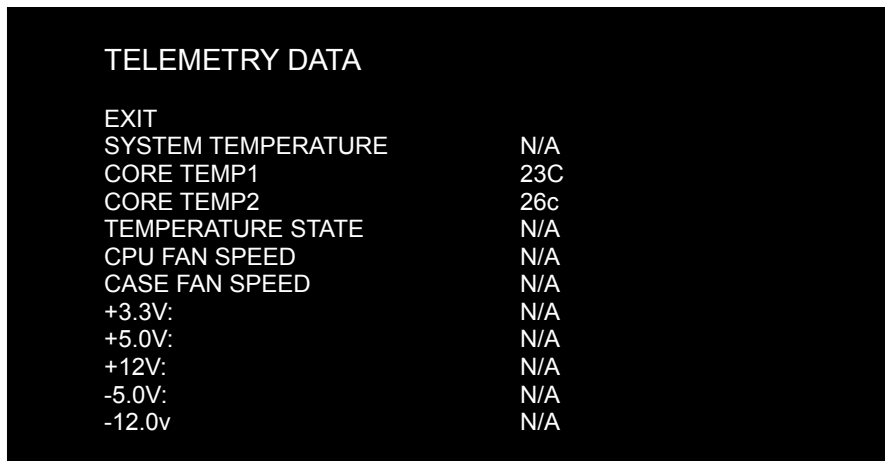
Main Menu
System Information Menu
DIP Switch Test Menu

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



Main Menu
System Information Menu
Telemetry Stats

These tests check thermal qualities and electrical conductivity. Generally, only Core Temps 1 and 2 function. The rest should read N/A.



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Main Menu

System Information Menu

Switch Telemetry Data

This gives information on the time since a switch was last used in both number of games played since the switch was used and the clock time since last use.

SWITCH TELEMETRY DATA

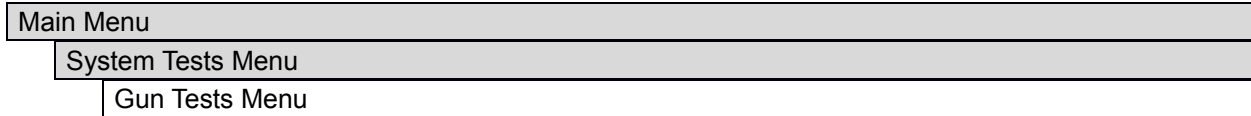
EXIT	GAMES NOT SEEN	TIME LAST SEEN
SWITCH	0	0d00.02.22
LEFT START	0	0d00.02.22
RIGHT START	0	0d00.02.22
LEFT TRIGGER	0	0d00.02.22
LEFT PUMP	0	0d00.02.22
LEFT GRENADE	0	0d00.02.22
RIGHT TRIGGER	0	0d00.02.22
RIGHT PUMP	0	0d00.02.22
RIGHT GRENADE	0	0d00.02.22
COIN 1	0	0d00.02.22
COIN 2	0	0d00.02.22
DIAG	0	0d00.02.22
VOLUME UP	0	0d00.02.22
VOLUME DOWN	0	0d00.02.22
DBV	0	0d00.02.22
SERVICE CREDIT	0	0d00.02.22

Main Menu

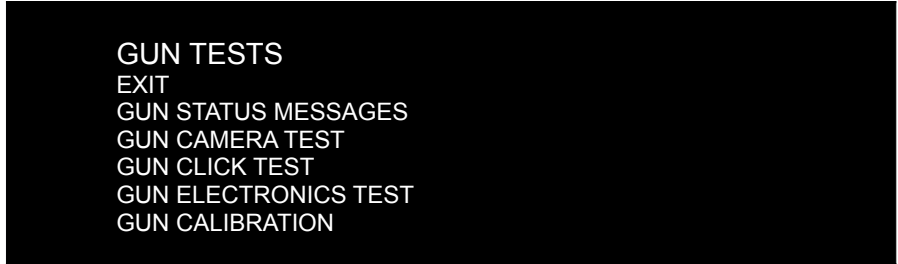
System Tests Menu

These tests check the functionality of cabinet systems.

SYSTEM TESTS
GUN TESTS MENU
ONLINE TESTS MENU
SWITCH TEST
SCREEN TESTS
SOUND TEST
FILE TEST
COIN METER TEST
CABINET LAMPS TEST
WATCHDOG TEST



Some gun test descriptions can be found in the First Calibration section earlier in this manual.



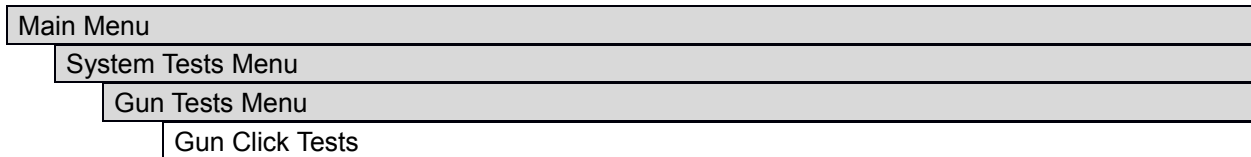
Gun Status Messages - displays continually updated status messages

Gun Camera Test - checks light array visibility.

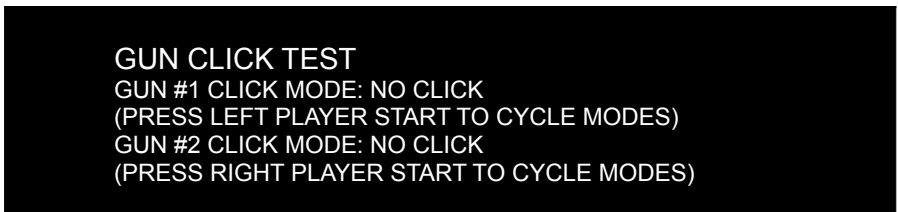
Gun Click Test – is described below.

Gun Electronics - reports the status of the electronic components.

Gun Calibration - is described elsewhere in this manual.



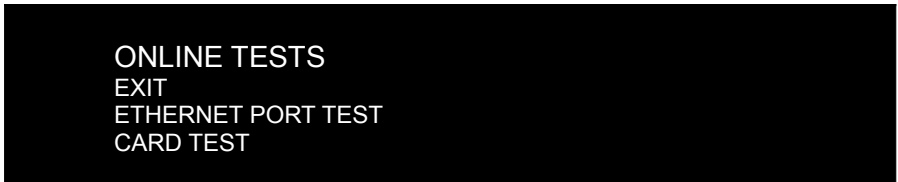
This tests the various click mechanics of the gun.



Pressing the START button cycles through “NO CLICK,” “SINGLE CLICK ON TRIGGER PULL” and “AUTO CLICK ON TRIGGER PULL.”



These tests verify components of the online system.



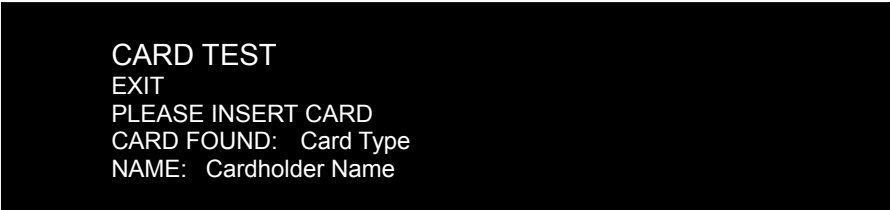
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Main Menu
System Tests Menu
Ethernet Port Test

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.

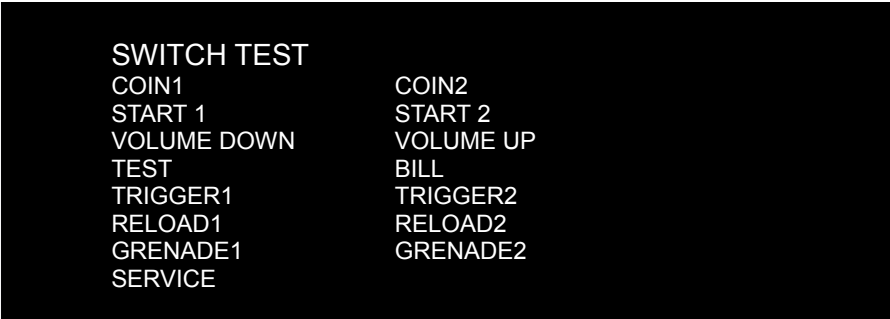
Main Menu
System Tests Menu
Card Test

Insert a valid card to reveals the card type (player or operator) and the cardholder's name.



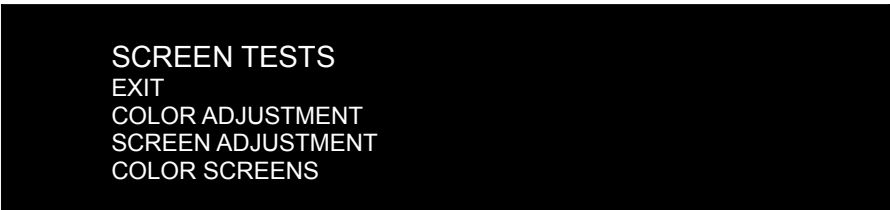
Main Menu
System Tests Menu
Switch Test Menu

This checks input switch performance. The activated switch is highlighted on screen and the system generates a "switch active" alert sound.



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



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)



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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

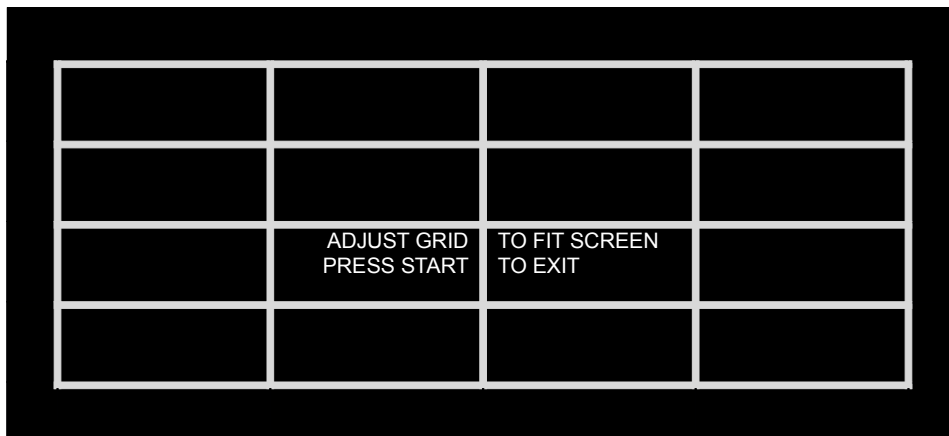
All lines in the crosshatch pattern must be white. Else, there is a convergence or purity problem. Slight color tinges at the extreme edges of the screen are okay.

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.



- 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
Cabinet Lamps Test

This test turns the various cabinet light lines on and off, cycling through left and right start buttons, the left and right holsters, the T-600 eyes and outriggers, and the gun butt lights.

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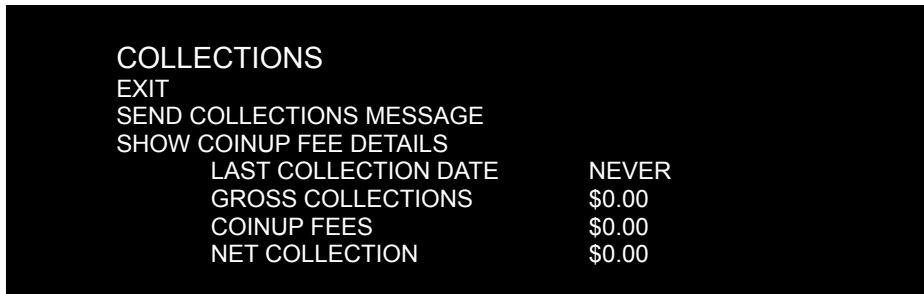
Main Menu
System Tests Menu
Watchdog Test

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. See the Troubleshooting Chapter if watchdog test does not cause game to reset.

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
  ADVERTISEMENT DOWNLOADS  $0.00
  COMMUNICATIONS CHARGE    $0.00
  UPGRADE CHARGE           $0.00
  TOTAL COINUP FEES        $0.00
```

Maintenance

Regular Gun Maintenance

Terminator Salvation™ is equipped with two state-of-the-art custom-designed gun controllers. In order to maximize income potential, keep the guns in optimal working order by performing the following five-step procedure every time you empty the cash box.

1. **Check the camera lens**
Observe the clear lens at the tip of the gun to ensure it has no cracks, scratches or dirt. Clean or replace the lens, if necessary.
2. **Visually and manually inspect gun cable connections**
Open the coin door to see them. Reach in and ensure the USB and data/power cables are fully connected and are not pinched by any components.
3. **Verify switch functionality**
Press the Test button on the service panel, select System Tests and then select Switch Test (described earlier in this manual) to ensure all the gun switches are functioning properly.
Switches in the gun include: Trigger, Reload clip, Grenade
4. **Calibrate, calibrate, calibrate**
Return to the Main Menu screen and select Gun Calibration. Follow the instructions earlier in this manual or on screen to recalibrate both guns.
5. **Check the I/R sensors**
The sensors are directly below and above the printed marquee on the monitor assembly.
From the Main Menu, select System Tests, then select Camera Test to ensure all the I/R sensors are working. If any of the IR LEDs are not working, remove the corresponding I/R sensor covers and check the I/R cables for breaks or bad connections. Recalibrate the guns any time the game is moved or the guns are repaired, replaced or swapped.

Note: It is not advisable to replace or swap guns while power is on. Shut AC power off before connecting or disconnecting any components. If, for some reason, guns are changed while power is on, shut off AC power and reboot after the guns are connected again. Failure to do so may confuse the system so it does not recognize the guns.

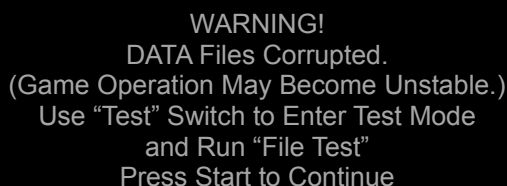
Following These Procedures Is Critical To Maintaining Guns and Maximizing Revenue. Perform regular gun maintenance to keep your game in top working order.

Terminator Salvation™ Super Deluxe

Hard Drive Recovery

Symptoms requiring hard drive recovery include

- File Test reports bad or missing files.
- Game fails to finish loading during startup.
- After resetting the AC power, an error is reported.
- You are prompted to insert a boot DVD.
- Erratic Game or Attract Mode.
- The following screen:



WARNING!
DATA Files Corrupted.
(Game Operation May Become Unstable.)
Use "Test" Switch to Enter Test Mode
and Run "File Test"
Press Start to Continue

To identify corrupt files, press Test, choose System Test Menu and run the File Test. The only way to repair corrupt files is to recover the hard drive, as detailed below.

Computer

The computer contains sensitive components, including a hard drive. Do not handle roughly. Call your distributor before servicing its internal components. Ask about warranty information as it relates to the PC.

Do **not** use the PC on/off switch. Turn AC power on or off with the cabinet power switch.

1. With game and PC on, verify that the I/O board has power. If not, see Troubleshooting.
2. Open the Coin door.
3. Open the PC DVD-ROM tray by pressing the Open/Close button on the drive bay.
4. Insert the recovery DVD marked as Disc 1 into the tray.
5. Close the tray by pressing the Open/Close button again.
6. Turn cabinet power switch to OFF. Wait 30 seconds.
7. Turn cabinet power switch to ON.
8. Turn projector power switch to ON so as to monitor recovery process.
9. Recovery begins automatically when PC boots up.
10. If recovery does not begin, check to ensure disc is inserted correctly and is not damaged.
11. Monitor restoration progress.
Do not interrupt power or reset the game during recovery.
12. A message indicates remove disc 1 and insert disc 2.
13. Remove disc 1 as indicated – open DVD-ROM tray if necessary.
14. Insert recovery DVD marked as Disc 2 into the tray.
15. Close the tray by pressing the Open/Close button.
16. Recovery will continue automatically after verifying the disc.
If recovery does not continue or an error message appears, disc may be faulty or damaged.
17. Monitor restoration progress.
Do not interrupt power or reset the game during recovery.
18. A message indicates that recovery is complete.
When instructed to remove disk, open DVD-ROM tray and remove disc.
19. Turn cabinet power switch off.
20. After 30 seconds, turn cabinet power switch on.
21. Game will reboot and enter calibration mode.
22. Re-calibrate guns.
23. Settings will now be factory defaults – make changes as needed.

BIOS Settings/Power Management

Notice

The PC ships with correct BIOS settings. Making changes to the BIOS different from the description below may adversely affect game functions.

This BIOS setting lets the PC automatically power up. With the setting enabled, the PC reboots when it detects AC power. This eliminates the need to manually turn the PC back on after power disruption.

Do not use the PC on/off switch. Turn AC power on or off with the cabinet power switch.

1. Turn cabinet power switch off.
2. Open rear of cabinet.
3. Connect a USB keyboard to the PC.
4. While holding the Delete key on the keyboard down, turn cabinet power switch on.
5. When the BIOS menu screen appears, make the following adjustments.

Feature.....	Set to
Standard CMOS Feaures > Drive A.....	[none]
Standard CMOS Features > HALT ON.....	[No Errors]
Advanced BIOS Features > Boot Sequence.....	1 st CD-ROM 2 nd Hard Disk
Advanced BIOS Features > APIC Mode.....	Disabled
Advanced Chipset Features > Frame Buffer.....	[16M]
Advanced Chipset Features > PMU > CPU Frequency....	[200.0]
Power Management Setup > PWRON After PWR-Fail.....	[On]

6. Follow instructions on screen to save and exit.
7. PC will reset and load the game.

Terminator Salvation™ Super Deluxe

Wiring

I/O Board Connector Table

JAMMA Edge Connector Component Side			JAMMA Edge Connector Solder Side		
Function	Wire Color	Pin	Pin	Wire Color	Function
Ground	Black	1	A	Black	Ground
Ground	Black	2	B	Black	Ground
5 Volts	Red	3	C	Red	5 Volts
5 Volts	Red	4	D	Red	5 Volts
		5	E		
12 Volts	Orange	6	F	Orange	12 Volts
12 Volts	Orange	7	H	Orange	12 Volts
Coin Meter	Brown Yellow	8	J	Violet Brown	P1 Lamp
Reset	Violet	9	K	Violet Red	P2 Lamp
		10	L		
Speaker (+)	Brown Red	11	M	Brown Black	Speaker (-)
		12	N		
		13	P		
		14	R	Violet White	Service
Test	Blue	15	S		
Coin 1	Gray Brown	16	T	Gray Blue	Coin 2
P1 Start	White Brown	17	U	Green Brown	P2 Start
		18	V		
		19	W		
		20	X		
		21	Y		
		22	Z		
		23	a		
Volume (+)	Orange Red	24	b	Orange Green	Volume (-)
DBV	Gray Orange	25	c		
		26	d		
Ground	Black	27	e	Black	Ground
Ground	Black	28	f	Black	Ground

Troubleshooting

Warning: Review safety chapter before making any adjustments to game.

General

Problem	Possible Cause	Solution
Game will not power up	Game not plugged in.	Plug game into outlet.
	Game not turned on.	Turn on main power switch.
	Game fuse is blown.	Check and replace fuse.
	No power to receptacle.	Test outlet and plug game into powered outlet.
	PC not turned on.	Turn PC power switch on. Ensure IEC cable tightly plugged in. Trace cable back to source to ensure continuity.
	PC BIOS set incorrectly.	See BIOS Settings chapter.
Scrambled or scrolling display	Sync Polarity incorrect.	Change DIPswitch settings for HSYNC and VSYNC.
No video display	No power or signal to projector.	Check and secure all cables to projector. Consult projector manual for more information.
No sound	Bad Connection	Check connection to speakers.
Cold cathode tubes flicker or fail to light.	Bad connection	Check for snug connection at inverter or under topper bracket.
	Loose end caps	Tighten end caps
Game does not load	Hard drive failure	Recover hard drive. See procedure at end of this chapter.
Hard drive test reports "bad" or "missing" files.		
Game fails to finish loading.		
After resetting, game still reports an error.		
Game suggests inserting a boot DVD.		
Erratic game mode or attract mode.		
<p style="text-align: center;">WARNING! Data Files Corrupted. (Game Operation May Become Unstable.) Use "Test" Switch to Enter Test Mode and Run "File Test." Press Start To Continue.</p>		

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Message	Possible Cause	Solution
Game resets	Bad file.	Run File Test. Restore hard drive.
Coin meter does not click during Test	No pulse to meter	Check all wiring from meter to I/O board
	Faulty meter	Replace coin meter
Exits Test Mode every 3 seconds	Test button stuck in ON position	Slide or toggle button off after Test Menu appears
<i>No Signal</i>	Video cable not secure.	Check and secure cable.
	PC not turned on.	Turn PC power switch on. Ensure IEC cable tightly plugged in. Trace cable back to source to ensure continuity.
	Sync Polarity incorrect.	Change DIPswitch settings for HSYNC and VSYNC.
<i>Dongle Not Present</i>	Dongle missing or disconnected	Find dongle and reseat in USB port
	Faulty USB port	Insert dongle in different USB port
<i>Connect I/O Board or I/O Board Missing</i>	USB cable disconnected	Check USB connection from PC to I/O board
	No power to JAMMA I/O board	Check for proper voltage (+5V, +12V) at JAMMA connector
<i>Watchdog Disabled or Watchdog Failed</i>	Watchdog defeated by JAMMA I/O DIP switch	Set DIP switch 8 to OFF
	No power to Reset PCB	Connect power to Reset PCB
	Reset input to motherboard disconnected	Connect 2-pin reset connector from Reset PCB to motherboard reset pin input
	Violet or black wire from Reset PCB disconnected or faulty	Check reset wire connection to JAMMA connector.

Gun Troubleshooting

Note: Do not replace or swap guns while power is on. Shut AC power off before connecting or disconnecting any components. If, for some reason, guns are changed while power is on, shut off AC power and reboot after the guns are connected again. Failure to do so may confuse the system so it does not recognize the guns.

Problem	Possible Cause	Solution
Guns won't register, or function poorly	Bad calibration	Calibrate guns
	No power to JAMMA I/O board	Check for proper voltage (+5V, +12V) at JAMMA connector
	Dirty/damaged lens	Clean gun lens. Replace lens, if necessary.
	Faulty/dirty IR sensors	Clean IR sensors and run Gun Camera Test to look for flickering or missing lights. Remove sensor covers and check cables and connections inside cabinet.
	Gun disconnected	Check USB connections. Reboot game to let software re-identify guns.
	Faulty USB port	Swap gun to another USB port to test. Reboot game to let software re-identify guns.
	Disconnected USB cable	Check connections at PC and at junction between monitor assembly and front pedestal.
	Display out of adjustment	Enter display diagnostics menu and repair.
	Left gun misidentified as 2 nd player	Calibrate guns, making sure to validate left gun as first player in first step. Reboot game to let software re-identify guns.
	Internal wires pinched by housing	Disassemble gun and carefully route wiring through channels.
	Bad solenoid	Run Gun Click Test. Replace solenoid, if necessary.
	Bad power supply to solenoid	Check 12V power supply. Check gun wiring cables and connectors.
	Camera board in gun disconnected	Check cables inside gun.
	Gun LEDs not working	Check 12V power supply and cables. Open gun and check for pinched or disconnected cable.

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Connection to CoinUp® Troubleshooting

<p>Game has IP address and screen says <i>Server Ping Success</i> but Test Connection screen reports Database Ping Failure.</p>	<p>Firewall is blocking communication with server.</p>	<p>Read firewall documentation. Ensure configuration allows ICMP Echo. If router has built-in firewall, check router configuration. Enable communication on ports 7786 and 7787.</p>
	<p>Database is down.</p>	<p>Wait 30 minutes and revisit Test Connection screen.</p>

Ethernet Troubleshooting Table

Problem	Possible Cause	Solution
<p>Game cannot connect to server. No IP address appears under Test Connections menu</p>	<p>No broadband internet service</p>	<p>Contact a local ISP to setup either cable modem or DSL service.</p>
	<p>Wrong router configuration.</p>	<p>Configure router for DHCP (Dynamic Host Configuration Protocol).</p>
	<p>Disconnected Ethernet cable</p>	<p>Check that Ethernet cables are tightly connected at both ends. An audible click confirms tightness. Restart game. In Diagnostic mode, selection Online Menu—Connection Menu—Test Connection. Confirm that IP address appears. The phrase eth0 must follow IP address.</p>
	<p>Faulty Ethernet cable</p>	<p>Test cable by connecting it from another PC into router or wall jack. Replace cable if faulty.</p>
	<p>Faulty Ethernet wall jack.</p>	<p>Plug Ethernet cable into a different jack.</p>
	<p>Broadband service is down.</p>	<p>Contact ISP.</p>
	<p>Faulty router</p>	<p>Plug Ethernet cable into different jacks in router. Plug Ethernet cable directly into DSL or cable modem instead of router. Replace router if faulty</p>
	<p>Faulty network card</p>	<p>Call Betson service.</p>

Cellular Troubleshooting Table

Problem	Possible Cause	Solution
Game cannot connect to server.	Poor connection between cell modem and PC.	Check that USB connections at cell modem and PC are tight. Turn off cabinet AC power. Wait 30 seconds and restart game. If no IP Address, enter diagnostics mode and go to Connection Menu. Select Cell Modem Details. If message is <i>No Modem Found</i> or <i>Collecting Data</i> call Betson service.
	Faulty modem.	Ensure PWR LED on cell modem glows green, which means PC is providing modem with power. If no power, swap with working modem. Check modem for obvious damage (dents, burns, smoke damage, broken connectors) If modem seems fine, call PlayMechanix® Service.
Cell modem connection is good and IP address appears at Test Connection screen. Under Cell Modem Details, signal is weak or nonexistent.	Poor antenna location	Turn off game and move it near window or exterior wall.
	Faulty connection.	Check connections between cell modem and antenna. If cable is frayed, broken or looks dried-up, replace it. Replace antenna if it appears damaged.
Game has IP address and screen says <i>Server Ping Success</i> but Test Connection screen reports Database Ping Failure.	Database is down.	Wait 30 minutes and revisit Test Connection screen.
	Bad dongle	Replace dongle or call Betson service.

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Wi-Fi Troubleshooting Table

Problem	Possible Cause	Solution
Wi-Fi Details status is <i>Not Connected</i> and Adapter is <i>Not Found</i> .	A supported USB Wi-Fi adapter is not connected.	Connect a supported Wi-Fi adapter. Turn cabinet AC power off for a minute and restart.
	Operating system has lost communication with the adapter.	Unplug Wi-Fi adapter from PC. Wait one minute, then plug it in. Turn off cabinet AC power. Wait one minute and restart.
Wi-Fi Details status is <i>Not Connected</i> , but a supported adapter is connected.	Wi-Fi network information was not saved.	Configure game to connect to Wi-Fi network at Wi-Fi Setup Menu.
Wi-Fi Details status remains <i>Locating Access Point ...</i> for more than 5 minutes.	Weak signal or interference causing delay in locating access point.	Restart cabinet AC power.
	Wireless access point or router is off or disconnected.	Ensure access point has power. Ensure it is connected to router. Restart access point. Ensure router has power and is connected to cable/DSL modem.
	Network information entered in Wi-Fi Setup does not match information stored in the wireless access point or router.	Re-enter network information. Configure game to connect to network in Wi-Fi Setup Menu. Ensure encryption type, encryption key, SSID and broadcast channel match what is stored in wireless access point or router.
Wi-Fi Details status remains <i>Obtaining IP Address...</i> for more than 5 minutes.	Weak signal or interference delaying negotiation of IP address with router.	Restart cabinet AC power.
	Wireless access point or router is off or disconnected.	Ensure access point has power. Ensure it is connected to router. Ensure router has power and is connected to cable/DSL modem.
Game has an IP address, but Test Connection menu shows that Server, Database and Fileserver pings all report failures.	Server information is outdated.	In Diagnostics Menu, select Online Menu—Online Debug Menu—View Online Debug Details—Server Details—Refresh Server Info. After refresh, new host names and IP addresses of servers are displayed.

CoinUp® Operation Overview

Preparation

1. Open a bank debit account.
2. Fill out the CoinUp® Authorization Agreement for Automated Payments.
3. Read and sign the CoinUp® Participating Operator Agreement.
4. Read and sign the CoinUp® Operator Registration Form.
5. To become an authorized operator, fax the forms 630-348-2099 or mail them to:
Play Mechanix™
800 Roosevelt Road, Suite D-103
Glen Ellyn, IL 60137
Authorization occurs in just a few days. Login information will be sent via email. Operator cards will arrive by mail within 4-6 weeks.
6. *(Optional)* To purchase a cellular modem, read and sign the Cell Modem Service Agreement. Fax the completed form to 630-348-2099.
7. *(Optional)* Purchase a supported Wi-Fi adapter to connect via wireless network.

Register Each Unit

Following installation, after reboot, you will be prompted to register the game. Use the gun to navigate through this process. If skipped, registration can also be done in the diagnostic menu by going to Online Menu—Game Registration Menu—Game Register. Login manually by entering your operator ID number and PIN. Once logged in, follow the on-screen prompt to add or select a location and complete registration. See Game Registration section for more detailed steps to complete this process.

Access CoinUp® Operator Center

The CoinUp® Operator Center tracks the performance of your games. For example, you can compare performance of different machines at the same location, or even across locations. To access CoinUp® and view your pages, follow the steps below. From there, the site provides guidance. You follow easy prompts and navigate to the statistic, accounting, bookkeeping or performance data that you need.

1. Access the CoinUp® Web site at www.coinup.com.
The CoinUp® Operator Center is the top page.
2. In the top right corner of the page, enter the account e-mail address.
3. Enter the password.
4. *(Optional)* To change login information, use the Profile tab.
5. Select locations or products to view.

FCC COMPLIANCE. On installations, you are solely responsible for FCC compliance.

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Network Installation

There are three setups for the machine depending on the method used for communication with CoinUp®: Ethernet, Cell modem, or Wi-Fi.

Installation Process

1. Install an Internet Connection – Ethernet, Cell Modem, or Wi-Fi
2. Install Software from game restore DVD if needed.
3. Register the game.

Install Ethernet Cable

1. Set up DSL or cable modem service through an ISP.
2. Turn off AC power.
3. Unplug the power cord.
4. Center punch a hole for the Ethernet cable.
5. Using a 5/8-inch drill bit, drill a cable hole.
6. Run the Ethernet cable to the cabinet.
7. Route the Ethernet cable through the cabinet hole.
8. Open the back door.
9. Inside the cabinet, dress the Ethernet cable away from other cables and metallic parts.
10. Locate the RJ45 Ethernet jack on the back of the PC.
11. Connect the Ethernet cable to the RJ45 jack on the PC.
12. Close the back door.
13. Plug in power cord.
14. Turn on AC power.

Install Cell Modem

1. Set aside the modem, Velcro® strips and extender cable.
2. Turn off AC power.
3. Unplug power cord.
4. Open the back door.
5. Remove the adhesive protection from one side of the Velcro® strips.
Keep the Velcro® strips together.
6. Locate a clear and accessible space for the modem near the pc.
7. Lift the modem and stick one side of the strips to the shelf beneath the modem location.
8. Remove the adhesive protection from the free side of the Velcro® strips.
9. Press the modem to the sticky side of the Velcro® strips.
Ensure that the modem bonds solidly.
10. In the kit, find the modem extender cable.
11. Connect the modem cable to a USB port on the PC.
12. Connect the other end of the modem cable to the cell modem.
13. (Optional) Install Cell Modem Antenna (see below)
14. Close the back door.
15. Plug in power cord.
16. Turn on AC power.

Install Cell Modem Antenna

A cell modem antenna is optional. However, an antenna will help insure the best possible connection.

Note that the antenna cable is part of the antenna and these instructions cover mounting it to the cabinet roof. However, other locations may provide better reception. A wall, near a window, etc.

Location Guidelines

- Keep the antenna vertical.
- Mount the antenna as high as possible.
- Avoid mounting an antenna near power lines.
- Avoid areas where people could trip on a cable.
- Don't tempt vandals: If possible, keep the antenna out of plain sight.

DAMAGE POSSIBLE

Be extra careful when drilling into the cabinet. Be sure not to drill into cabinet components. Be sure to drill only into empty space.

USE VELCRO—NOT ADHESIVE

Only use Velcro® strips for mounting antenna. Do not use the factory-applied, permanent adhesive backing. Doing so may damage the antenna and the cabinet when removing the antenna during a cabinet relocation. The warranty does not cover this sort of damage.

1. Set aside the antenna and the Velcro® strips from the kit.
2. Turn off AC power.
3. Unplug power cord.
4. Open the back door.
5. In a clear space, center punch the antenna cable hole.
6. Using a 5/8-inch hole bit, drill the hole for the antenna cable.
Avoid implosion. Read the warning above.
7. Slide the antenna coaxial cable down the cable hole and into the cabinet.
8. Remove the protective strip from one side of the Velcro® strips.
Keep the hook and loop Velcro® strips together.
9. Mount the sticky side of the Velcro® strips to the bottom of the antenna.
You can apply the Velcro® sticky side to the adhesive on the antenna base. Do not let the antenna adhesive come into contact with the cabinet. The Velcro® must separate the antenna adhesive and the cabinet.
10. Remove the adhesive protection from the free side of the Velcro® strip.
11. Mount the free side of the Velcro® strip to the roof.
12. Dress the antenna coaxial cable away from other cables and metallic parts.
13. Connect the antenna cable plug to the jack on the modem.
14. Close the back door.
15. Plug in power cord.
16. Turn on AC power.

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Install Wi-Fi Adapter

1. Obtain one of the supported USB Wi-Fi adapters listed in the chart below.

Warning: Do NOT install software that came with adapter.

The game already runs appropriate software.

ADAPTER MODEL	Supported Networks	Encryption Type / Compatible?							
		Diabled None	WEP	WPA-Personal + TKIP encryption	WPA-Personal + AES encryption	WPA2-Personal (AES encryption)	WPA2-Mixed (TKIP & AES)	WPA Enterprise	RADIUS
Linksys WUSB54G (version 4)	802.11b/g	YES	YES	YES	YES	NO	NO	NO	NO
Rosewill RNX-G1 RNX-G1W	802.11b/g	YES	YES	YES	YES	YES	YES	NO	NO
Netgear WG111 (version 2)	802.11b/g	YES	YES	YES	YES	YES	YES	NO	NO
D-Link DWA-140 (version 81)	802.11b/g	YES	YES	YES	YES	YES	YES	NO	NO
Belkin F5D8053 (version 3000)	802.11b/g/n	YES	YES	YES	YES	YES	YES	NO	NO
Linksys WUSB600N (version 1.0)	802.11b/g/n	YES	YES	YES	YES	YES	YES	NO	NO

Supported Wi-Fi Adapter Compatibility Chart

2. Turn off cabinet AC power.
3. Unplug power cord.
4. Open the back door.
5. Mount Wi-Fi adapter inside cabinet as high as possible using Velcro®.
If necessary, use a USB extension cable to connect adapter to PC. Most supported adapters come with one.
6. Connect cable to a USB port on the PC.
7. Close back door.
8. Plug in power cord.
9. Turn on AC power.
10. Complete Wi-Fi software setup.
Game will not connect properly to CoinUp® until setup is successfully completed.

Wi-Fi Software Setup

The following procedure is required to configure your Wi-Fi adapter for communication with CoinUp®.

Do NOT install software that came with adapter.

Preparation

1. Log into wireless access point or router.
2. Write down Wi-Fi network information on a sheet of paper:
 - SSID (network name)
 - Broadcast Channel
 - Encryption Type (WEP 64-bit, WEP 128-bit, WEP 256-bit, WPA-PSK + TKIP encryption, WPA-PSK + AES encryption, WPA2)
 - Encryption Key (Different encryption types require different types of keys. See chart below for examples)

Encryption Type	Key Details	Example
WEP (64-bit)	10 hexadecimal characters	5E2C6D4E24
WEP (128-bit)	26 hexadecimal characters	326C2D335A5A48386B5D763954
WEP (256-bit)	58 hexadecimal characters	373A786E625676266E7156345741 312F4433427C48536E7A695E7C3E75
WPA-PSK (AES) WPA-PSK (TKIP) WPA2 (AES + TKIP)	ASCII pass phrase between 8-63 characters in length (Upper case letters, lower case letters, numbers and symbols allowed)	\$3CurE_pA\$sPhRa\$e

Network SSID

1. Enter Diagnostics mode.
2. Select Online Menu—Wi-Fi Menu—Wi-Fi Setup.
3. Select Scan Networks to look for nearby Wi-Fi networks.
*Depending on settings, networks may not broadcast their SSID. These networks are displayed as ***HIDDEN***
To use a hidden network, select it, then enter the SSID manually when prompted.*
4. Scroll through the detailed list to locate your network.
5. If network does not appear in list, Exit to previous menu and select Enter Manually, then enter SSID, encryption type, key and broadcast channel.
6. Select Use this Network to continue.

Encryption Type

1. From list of encryption types, scroll through and highlight appropriate type.
2. Select Use This Encryption to continue.

Encryption Key

If Encryption Type is Disabled/Open, skip this section, as there is no key.

1. On Enter WPA Key screen, enter access point or router WPA Key (from information gathered during preparation on pg 17)
*Select yellow < and > symbols to switch between letters, numbers and symbols.
On the letters page, select UPPER or lower to change case of letters*
2. Select OK to continue.

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Broadcast Channel

This applies only if SSID was entered manually.

1. Scroll through list to highlight appropriate channel.
2. If unsure of correct broadcast channel, select Auto.
3. Select Use This Channel to continue.

Confirm Settings

1. Note SSID, Encryption Type, Encryption Key and Channel on confirmation screen.
2. If information is incorrect, select Start Over to return to Wi-Fi Menu.
3. If information is correct, select Save Settings to store information.
The game automatically reboots.

Wi-Fi Details Status Messages

After reboot, game attempts to connect to wireless network using saved information. To see real-time connection status, enter Diagnostics Mode and select Online Menu—Wi-Fi Menu—Wi-Fi Details. Below are the possible status messages. See Troubleshooting for further instructions.

Connected

Game has located wireless access point or router and successfully obtained an IP Address. Game is online and ready to be registered with CoinUp®.

Not Connected

The game is neither connected to a Wi-Fi network nor attempting to connect. Either no Wi-Fi adapter is connected to the PC, or Wi-Fi Setup procedure was not completed.

1. If Adapter status is Not Found, ensure a supported Wi-Fi adapter with correct version is connected.
2. If Adapter status shows the name of the adapter, ensure SSID status is also correct.

Locating Access Point...

A Wi-Fi adapter is connected to the PC and network information was saved. The game is trying to find an access point broadcasting a network with the saved information.

If game remains in this status more than 5 minutes, either the network information entered was incorrect, or the game cannot communicate with the access point.

1. Reboot game and return to Wi-Fi Details again.
2. If another 5 minutes pass with the same status, return to Wi-Fi Setup and re-enter network information.
3. Check network signal strength by scanning for available networks in Wi-Fi Setup.
4. If signal is weak, unplug AC power and move cabinet closer to the access point.

Obtaining IP Address

Game has found wireless access point or router and is acquiring an IP Address.

1. If this status displays for more than 5 minutes, reboot game.
2. Recheck status after reboot.

Game Registration

After the reboot following CoinUp® installation, the software will prompt you to register your location. Registration can also be found by entering Diagnostic mode, and going to Online Menu—Game Registration Menu—Game Register.

1. Press START to login manually. Enter ID and pin when prompted.
2. The Select A Location screen appears
The game downloads your locations from the CoinUp® server database automatically.
3. Scroll through the list to highlight the appropriate location.
4. Select Use This Location to continue.
5. If the location is not on the list, select Add New Location to continue.
6. When adding a new location, select each letter and then click OK to confirm.
7. After location is chosen, a confirmation screen is displayed.
8. Finally, the game checks for updates and messages, then enters Attract mode.
9. Cell Modem and Wi-Fi users: Check signal strength indicator.
In Attract Mode, look for a five-segment bar graph. You should see the graph in the bottom-left corner of your screen. (The indicator appears on all Attract Mode screens.) Ethernet games also display the graph. Broadband signal strength is constant. When connected, it displays five green bars. When disconnected, the graph shows no bars.

Checking the Connection

Cell Users

1. Enter Diagnostic mode by pressing the TEST service button.
2. Select Online Menu—Connection Details—Cell Modem Details.
3. Note the signal strength, which appears as a fraction with a 5 in the denominator.
A strong signal is 5/5; a weak signal is 1/5 or 2/5.
4. If strength is below 3/5, reposition the cell antenna and recheck signal strength.

Wi-Fi Users

1. Enter Diagnostic mode by pressing the TEST service button.
2. Select Online Menu—Wi-Fi Menu—Wi-Fi Details
3. Note the signal strength. More green bars is better.
4. Note the link quality. A higher percent is better.
5. If either link quality or signal strength is low, try repositioning the adapter.

All Users

1. Enter Diagnostic mode by pressing the TEST service button.
2. Select Online Menu—Test Connection.
3. Watch as the game confirms that:
 - It can obtain a valid IP address.
 - It can contact the CoinUp® server.
 - It can access the CoinUp® database.
 - It can access the CoinUp® file server.
4. The right side of the screen reports test results: SUCCESS or FAILURE.
*The only acceptable result is four SUCCESS indications.
If any test results in FAILURE, see the Troubleshooting chapter or call your distributor.*

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Online Operation

- Ensure game remains connected to the Wi-Fi, cellular, or Ethernet network.
- The hard drive stores data about the game location. If the hard drive is removed from the PC, important data will be lost. Do not swap or replace drives without authorization from CoinUp® management.
- Keep game location data accurate. Before moving a game, have the PC communicate with the server, then unregister the game. Re-register the game with updated information at the new location.

Collection Procedure

The CoinUp® server tracks various bookkeeping statistics including collections. To see them, log on to the CoinUp® Operator Center page at www.coinup.com and go to the Reports section.

1. During a normal collection, enter Diagnostics mode.
2. Select COLLECTIONS.
3. Review the entire report. The system calculates GROSS COLLECTION from the last time the report screen was cleared. This figure and the actual collection should agree.
4. Select SEND COLLECTIONS MESSAGE.

After sending the collections, coin related audits will automatically be reset. This allows the coin audits to accurately reflect earnings since the last collection. If you don't send collections, the next collection won't match the figures on the COLLECTIONS screen and you will not be able to view your collections on www.coinup.com.

If you wish to reset the other game audits, go to Reset Menu—Reset Game Audits.

5. Split collection with location as usual. *CoinUp® debits your account for its portion.*

CoinUp® Fee Schedule

Pricing is subject to change without notice.

For certain online features, CoinUp® collects a small portion of game revenue at a fixed rate that operators cannot adjust. This portion is included in the player cost for any online play. The location portion of most game features can be adjusted through www.coinup.com under the Game Machines section, or at the game, by entering Diagnostic Mode and going to Operator Adjustments—Player Cost. Make adjustments to each game.

TERMINATOR SALVATION FEE SCHEDULE

Service	Operator	CoinUp®	Total	Who Pays	Note
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Basic Play

Start Cost	\$1.00	\$0.00	\$1.00	Player, at game	Operator portion is adjustable
Continue Cost	\$1.00	\$0.00	\$1.00	Player, at game	Operator portion is adjustable

Advertisement Download

Per unit, per ad	N/A	\$0.00	\$0.00	Operator	N/A
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Monthly Cell Service

Per unit (if applicable)	N/A	\$27.00	\$27.00	Operator	Taxes and fees from cell provider
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Operator discount based on monthly CoinUp® fees per unit

Monthly Fee per Unit	Discount
\$0-\$250	5.00%
\$251-\$500	6.00%
\$500 and above	7.00%

Note: Discounts are not applicable to Monthly Cellular Service charges

Accounting Guidelines

After the close of every billing cycle, the monthly CoinUp® billing statement is available. View it through the operator account at www.coinup.com.

The CoinUp® billing statement itemizes costs of online services.

The statement shows the approximate date of the automatic debit, allowing time to deposit the appropriate funds. The automatic debit charges the bank account submitted on your debit account form.

CoinUp® honors company checks. CoinUp® must receive company checks three or more business days before the debit date.

Late or delinquent deposits may exclude your game from access to online features and incur late fees.

Forms

The *Participating Operator Agreement* and all the forms needed to setup a CoinUp® account are in this section. Pages are perforated, so they can be filled out, signed, removed and faxed or mailed. Make a photocopy before mailing the original signed form.

The forms included are:

- *Authorization Agreement for Automated Payments*
- *Participating Operator Agreement*
- *Operator Registration*
- *Cell Modem Service Agreement*

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Authorization Agreement for Automated Payments		
<p>I (we) hereby authorize Play Mechanix™ to initiate debit entries to my (our) bank account below at the depository financial institution named below, hereinafter called DEPOSITORY and to debit the same such account. To correct errors, I (we) authorize Play Mechanix™ to initiate credit entries to my (our) account below at DEPOSITORY and to credit the same account. I (we) acknowledge that the origination of ACH transactions to my (our) account must comply with the provisions of U.S. law.. I (we) attach an unsigned and void check for a checking account for my (our) account indicated below. For savings account, I (we) attach document on bank letterhead containing Bank Routing Number and my (our) Account Number or a bank deposit slip for my (our) savings account.</p>		
Company Name	<input type="checkbox"/> Checking Account <input type="checkbox"/> Savings Account	
Address	Bank Account Number	
City, State, Zip	ABA Bank routing number	
Company Contact	Bank Name	
Phone Number ()	Fax number ()	Bank Address
Email Address	City, State, Zip	
Distributor	Bank Phone Number ()	
<input type="checkbox"/> NOTICE. To assist in verifying data, attach an unsigned, void, blank check or deposit slip from your account.		
<p>This authorization is to remain in full force and effect until Play Mechanix™ has received written notification from me (us) of its termination in such time and in such manner as to afford Play Mechanix™ and DEPOSITORY a reasonable opportunity to act on it.</p>		
<p>NOTE: ALL WRITTEN DEBIT AUTHORIZATIONS <u>MUST</u> PROVIDE THAT THE RECEIVER MAY REVOKE THE AUTHORIZATION ONLY BY NOTIFYING THE ORIGINATOR IN THE MANNER SPECIFIED IN THE AUTHORIZATION.</p>		
Authorized Signature	Title	Date
(Signature must accompany this form.)		
<p><i>Mail or fax completed form to...</i> Play Mechanix™ 800 Roosevelt Rd. Suite D-103 Glen Ellyn, IL 60137 • 630-942-1070 Phone • 630-348-2099 or 630-942-1073 Fax <i>For processing, allow 6 to 10 business days.</i></p>		

Rev. 4

Participating Operator Agreement

This Participating Operator Agreement (this **"Agreement"**) is dated as of this ____ day of _____, 20____, by and between Play Mechanix, Inc., an Illinois corporation with offices at 800 Roosevelt Road, Suite D-103, Glen Ellyn, Illinois 60137 (**"Play Mechanix"**), and

 _____ (**"Operator"** or **"You"**)

In consideration of mutual promises and other valuable consideration, the parties agree as follows.

1. APPLICATION

1.1 This Agreement applies to your use of Play Mechanix' CoinUp® enabled products, software, services and web sites (referred to collectively as the **"Services"** in this document). The Agreement is valid for one year from the date above and shall automatically renew for one year on the anniversary date of this Agreement unless otherwise cancelled in writing.

1.2 Unless otherwise agreed in writing with Play Mechanix, your agreement with Play Mechanix will always include, at a minimum, the terms and conditions set out in this Agreement.

2. ACCEPTING THE TERMS

In order to use the Services, You must first agree to the terms and provisions of this Agreement (the **"Terms"**). You may not use the Services if You do not accept the Terms. You can accept the Terms by signing the bottom of this Agreement.

3. PROVISION OF THE SERVICES BY Play Mechanix™

3.1 Play Mechanix agrees to:

- Provide access to CoinUp® servers via Operator's video game(s) that contain CoinUp® enabled software.
- Provide Operator access to CoinUp® servers via www.coinup.com.
- Run CoinUp® sponsored tournaments from time to time throughout the year and include Operator's video games(s) in such tournaments to the extent that federal, state and local laws provide.
- Take responsibility for fulfillment and distribution of CoinUp® sponsored tournament prizes.
- Manage and support CoinUp® players' online Trophy Club™ and allow players access to their statistics via www.bigbuckhunter.com and www.coinup.com.
- Provide billing statements to Operator. Play Mechanix will make an electronic copy of the Operator's monthly bill available online at www.coinup.com at least four business days before automatically debiting fees due according to the Authorization Agreement (defined in Paragraph 4.1 below). (These fees accrue to Play Mechanix.)
- Provide periodic statements for CoinUp® entry fees, and IRS 1099 reporting for CoinUp® sponsored prize awards.
- Warrant CoinUp® online kit parts for 90-day replacement against defects in materials and workmanship.
- Promote the CoinUp®, CoinUp® sponsored tournaments and gameplay on Play Mechanix products.

3.2 YOU ACKNOWLEDGE AND AGREE THAT PLAY MECHANIX WILL NOT PROVIDE PRIZES FOR TOURNAMENTS THAT ARE CUSTOM CREATED BY THE OPERATOR, THOSE PRIZE AWARDS WILL BE THE SOLE RESPONSIBILITY OF THE OPERATOR.

3.3 Play Mechanix is constantly innovating in order to provide the best possible experience for its users. You acknowledge and agree that the form and nature of the Services which Play Mechanix provides may change from time to time without prior notice to You.

3.4 As part of this continuing innovation, You acknowledge and agree that Play Mechanix may stop (permanently or temporarily) providing the Services (or any features within the Services) to You or to users generally at Play Mechanix' sole discretion, without prior notice to You.

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4. USE OF SERVICES BY OPERATOR

4.1 Operator agrees to...

- Submit a completed Authorization Agreement for Automated Payments form (the “**Authorization Agreement**”).
- Properly register Operator’s video games that utilize the CoinUp® system and keep each game’s location information accurate.
- Keep Operator’s account profile information on the CoinUp® servers up to date and accurate via the www.coinup.com website.
- Ensure that CoinUp® sponsored tournament rules and regulations are followed on location and report non-compliance or cheating immediately to Play Mechanix.
- Report significant malfunctions of equipment and software to Play Mechanix.
- The schedule of CoinUp® fees that will be charged for usage of the CoinUp® system may change from time to time. The current CoinUp® Fee Schedule is available by request from www.coinup.com. Operator further agrees that the CoinUp® Fee Schedule that is contained in the documents section of www.coinup.com at the time of signing this Agreement is the version that shall apply.
- Ensure adequate funds are available in the account specified in the Authorization Agreement to pay monthly bills due Play Mechanix pursuant to the terms of the Authorization Agreement. A \$40.00 late fee will apply for insufficient funds available for transfer.
- To use the Services only for purposes that are permitted by (a) the Terms and (b) any applicable law, regulation or generally accepted practices or guidelines in the relevant jurisdictions.
- Be responsible for fulfillment of prizes to participants in contests custom created by Operator using the CoinUp® system and do so in a prompt and accurate manner.
- Allow Play Mechanix to place corporate sponsorships and advertisements on CoinUp® enabled video games.

4.2 You agree not to access (or attempt to access) any of the Services by any means other than through the interface(s) provided by Play Mechanix.

4.3 You agree that You will not engage in any activity that interferes with or disrupts the Services (or the servers and networks which are connected to the Services).

4.4 You agree that You will not reproduce, duplicate, copy, sell, trade or resell the Services for any purpose.

4.5 Operator agrees that any violation of the Terms shall be grounds for immediate termination by Play Mechanix of this Agreement.

5. TOURNAMENT PROCEEDS & TAXES & LEGALITY

The Operator agrees to pay taxes, fees, licenses and assessments (“**Fees**”) on CoinUp® monies that may become due as a result of using Services. Operator shall insure that the operation of the CoinUp® system is conforming with all local, and state laws; and shall not operate the CoinUp® system in any jurisdiction where it is illegal to do so.

6. PASSWORDS AND ACCOUNT SECURITY

6.1 You agree and understand that You are responsible for maintaining the confidentiality of passwords associated with any account You use to access the Services.

6.2 Accordingly, You agree that You are responsible to Play Mechanix for all activities that occur under your account.

6.3 If You become aware of any unauthorized use of your password or of your account, You agree to notify Play Mechanix immediately.

7. CONTENT IN THE SERVICES

7.1 You understand that all information (such as data files, written text, music, audio files or other sounds, photographs, videos or other images) which You may have access to as part of, or through your use of, the Services (all such information is referred to below as the “**Content**”) is the sole responsibility of the person from which such Content originated.

7.2 You should be aware that Content presented to You as part of the Services, including but not limited to advertisements in the Services and sponsored Content within the Services may be protected by intellectual property rights which are owned by the sponsors or advertisers who provide that Content to Play Mechanix (or by other persons or companies on their behalf). You may not modify, rent, lease, loan, sell, distribute or create derivative works based on this Content (either in whole or in part) unless You have been specifically told that You may do so by Play Mechanix or by the owners of that Content, as the case may be, in a separate written agreement.

7.3 Play Mechanix reserves the right (but shall have no obligation) to pre-screen, review, flag, filter, modify, refuse or remove any or all Content from any Services.

7.4 You agree that You are solely responsible for (and that Play Mechanix has no responsibility to You or to any third party for) any Content that You submit, post, transmit or display on, or through, the Services (all such Content is referred to below as the “**Operator Content**”) and for the consequences of your actions (including any loss or damage which Play Mechanix may suffer) by doing so.

7.5 You agree that You will not willfully or knowingly upload Operator Content to the CoinUp® servers that violates the copyright or trademark of another individual or entity; provided, however, you agree to indemnify Play Mechanix for any losses it may sustain as a result of such upload that violates the copyright or trademark of another individual or entity, whether or not such violation was committed willfully or knowingly.

8. PROPRIETARY RIGHTS

8.1 During the course of this Agreement, You may become aware of information relating to the Play Mechanix’ products, software research and development, inventions, processes, techniques, designs or other technical or business information, including, but not limited to information relating to the Software and the Services and proprietary information developed by Play Mechanix in the course of developing and producing the Software and the Services. All such information and all physical forms thereof, including the Terms, whether disclosed to You before or after this Agreement is signed, are considered by Play Mechanix to be proprietary and confidential, and shall be hereinafter collectively referred to as the “**Proprietary Information**”.

8.2 Both during the term of this Agreement and after this Agreement is terminated, You agree that, except as authorized by this Agreement or in writing by Play Mechanix, You will: (i) preserve and protect the confidentiality of all Proprietary Information; (ii) not disclose or otherwise disseminate to anyone, except as necessary to carry out the Terms, the existence, source, content or substance of the Proprietary Information; (iii) not use Proprietary Information in any way other than in furtherance of this Agreement; and (iv) not disclose, use or copy any information or materials received in confidence by You during the course of this Agreement from a third party or about a third party.

8.3 You acknowledge and agree that Play Mechanix (or Play Mechanix’ licensors) own all legal right, title and interest in and to the Services, including any intellectual property rights which subsist in the Services (whether those rights happen to be registered or not, and wherever in the world those rights may exist). You further acknowledge that the Services contain information which is designated confidential by Play Mechanix and that You shall not disclose such information without Play Mechanix’ prior written consent.

8.4 Unless You have agreed otherwise in writing with Play Mechanix, nothing in the Terms gives You a right to use any of Play Mechanix’ trade names, trade marks, service marks, logos, domain names and other distinctive brand features.

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8.5 Other than the Operator Content License described in [Section 10](#) below, Play Mechanix acknowledges and agrees that it obtains no right, title or interest from You (or your licensors) under these Terms in or to the Operator Content, including any intellectual property rights which subsist in the Operator Content (whether those rights happen to be registered or not, and wherever in the world those rights may exist). Unless You have agreed otherwise in writing with Play Mechanix, You agree that You are responsible for protecting and enforcing such rights and that Play Mechanix has no obligation to do so on your behalf. Play Mechanix further acknowledges that servers may contain information which is designated confidential by You and that Play Mechanix shall not disclose such information without your prior written consent.

8.6 You agree that You shall not remove, obscure or alter any proprietary rights notices (including copyright and trade mark notices) which may be affixed to or contained within the Services.

8.7 Unless You have been expressly authorized to do so in writing by Play Mechanix, You agree that in using the Services, You will not use any trade mark, service mark, trade name or logo of any company or organization in a way that is likely or intended to cause confusion about the owner or authorized user of such marks, names or logos.

9. LICENSE FROM Play Mechanix™

9.1 Play Mechanix gives You a worldwide, royalty-free, non-assignable and non-exclusive license (the “**Software License**”) to use the software provided to You by Play Mechanix as part of the Services as provided to You by Play Mechanix (hereinafter referred to as the “**Software**”). The Software License is for the sole purpose of enabling You to use and enjoy the benefit of the Services as provided by Play Mechanix, in the manner permitted by the Terms.

9.2 You may not (and You may not permit anyone else to) copy, modify, create a derivative work of, reverse engineer, decompile or otherwise attempt to extract the source code of the Software or any part thereof, unless it is expressly required by law, or unless You have been specifically told that You may do so by Play Mechanix in writing.

9.3 Unless Play Mechanix has given You specific written permission to do so, You may not assign (or grant a sub-license of) your rights to the Software License, grant a security interest in or over your rights to the Software License, or otherwise transfer any part of your rights to the Software License.

10. CONTENT LICENSE FROM YOU

10.1 You retain copyright and any other rights You already hold in the Operator Content. By submitting, posting or displaying the Operator Content, You give Play Mechanix a perpetual, irrevocable, worldwide, royalty-free, paid-up and non-exclusive license (the “**Operator Content License**”) to reproduce, adapt, modify, translate, publish, publicly perform, publicly display and distribute the Operator Content. The Operator Content License is for the sole purpose of enabling Play Mechanix to display, distribute and promote the Services.

10.2 You agree that the Operator Content License includes a right for Play Mechanix to make the Operator Content available to other companies, organizations or individuals with whom Play Mechanix has relationships for the provision of syndicated services, and to use the Operator Content in connection with the provision of those services.

10.3 You understand that Play Mechanix, in performing the required technical steps to provide the Services to our users, may (a) transmit or distribute the Operator Content over various public networks and in various media; and (b) make such changes to the Operator Content as are necessary to conform and adapt the Operator Content to the technical requirements of connecting networks, devices, services or media. You agree that the Operator Content License shall permit Play Mechanix to take these actions.

10.4 You confirm and warrant to Play Mechanix that You have all the rights, power and authority necessary to grant the Operator Content License described in this [Section 10](#).

11. SOFTWARE UPDATES

11.1 The Software which You use may automatically download and install updates from time to time from Play Mechanix. These updates are designed to improve, enhance and further develop the Services and may take the form of bug fixes, enhanced functions, new software modules and completely new versions. You agree to receive such updates (and permit Play Mechanix to deliver these to You) as part of your use of the Services.

12. EXCLUSION OF WARRANTIES

12.1 NOTHING IN THESE TERMS, INCLUDING SECTIONS 12 AND 13, SHALL EXCLUDE OR LIMIT PLAY MECHANIX' WARRANTY OR LIABILITY FOR LOSSES WHICH MAY NOT BE LAWFULLY EXCLUDED OR LIMITED BY APPLICABLE LAW. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF CERTAIN WARRANTIES OR CONDITIONS OR THE LIMITATION OR EXCLUSION OF LIABILITY FOR LOSS OR DAMAGE CAUSED BY NEGLIGENCE, BREACH OF CONTRACT OR BREACH OF IMPLIED TERMS, OR INCIDENTAL OR CONSEQUENTIAL DAMAGES. ACCORDINGLY, ONLY THE LIMITATIONS WHICH ARE LAWFUL IN YOUR JURISDICTION WILL APPLY TO YOU AND OUR LIABILITY WILL BE LIMITED TO THE MAXIMUM EXTENT PERMITTED BY LAW.

12.2 YOU EXPRESSLY UNDERSTAND AND AGREE THAT YOUR USE OF THE SERVICES IS AT YOUR SOLE RISK AND THAT THE SERVICES ARE PROVIDED "AS IS" AND "AS AVAILABLE."

12.3 IN PARTICULAR, PLAY MECHANIX, ITS PARENT, ITS SUBSIDIARIES AND AFFILIATES, AND ITS LICENSORS DO NOT REPRESENT OR WARRANT TO YOU THAT:

(A) YOUR USE OF THE SERVICES WILL MEET YOUR REQUIREMENTS;

(B) YOUR USE OF THE SERVICES WILL BE UNINTERRUPTED, TIMELY, SECURE OR FREE FROM ERROR;

(C) ANY INFORMATION OBTAINED BY YOU AS A RESULT OF YOUR USE OF THE SERVICES WILL BE ACCURATE OR RELIABLE; AND

(D) THAT DEFECTS IN THE OPERATION OR FUNCTIONALITY OF ANY SOFTWARE PROVIDED TO YOU AS PART OF THE SERVICES WILL BE CORRECTED.

12.4 YOU EXPRESSLY UNDERSTAND AND AGREE THAT ANY MATERIAL DOWNLOADED OR OTHERWISE OBTAINED THROUGH THE USE OF THE SERVICES IS DONE AT YOUR OWN DISCRETION AND RISK AND THAT YOU WILL BE SOLELY RESPONSIBLE FOR ANY DAMAGE TO YOUR COMPUTER SYSTEM OR OTHER DEVICE OR LOSS OF DATA THAT RESULTS FROM THE DOWNLOAD OF ANY SUCH MATERIAL.

12.5 YOU EXPRESSLY UNDERSTAND AND AGREE NO ADVICE OR INFORMATION, WHETHER ORAL OR WRITTEN, OBTAINED BY YOU FROM PLAY MECHANIX OR THROUGH OR FROM THE SERVICES SHALL CREATE ANY WARRANTY NOT EXPRESSLY STATED IN THE TERMS.

12.6 PLAY MECHANIX FURTHER EXPRESSLY DISCLAIMS ALL WARRANTIES AND CONDITIONS OF ANY KIND, WHETHER EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO THE IMPLIED WARRANTIES AND CONDITIONS OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT.

13. LIMITATION OF LIABILITY

13.1 SUBJECT TO THE PROVISIONS OF PARAGRAPH 12.1 ABOVE, YOU EXPRESSLY UNDERSTAND AND AGREE THAT PLAY MECHANIX, ITS PARENT, ITS SUBSIDIARIES AND AFFILIATES, AND ITS LICENSORS SHALL NOT BE LIABLE TO YOU FOR:

(A) ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL CONSEQUENTIAL OR EXEMPLARY DAMAGES WHICH MAY BE INCURRED BY YOU, HOWEVER CAUSED AND UNDER ANY THEORY OF LIABILITY. THIS SHALL INCLUDE, BUT NOT BE LIMITED TO, ANY LOSS OF PROFIT (WHETHER INCURRED DIRECTLY OR INDIRECTLY), ANY LOSS OF GOODWILL OR BUSINESS REPUTATION, ANY LOSS OF DATA SUFFERED, COST OF PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES, OR OTHER INTANGIBLE LOSS; OR

(B) ANY LOSS OR DAMAGE WHICH MAY BE INCURRED BY YOU, INCLUDING BUT NOT LIMITED TO LOSS OR DAMAGE AS A RESULT OF:

(I) ANY RELIANCE PLACED BY YOU ON THE COMPLETENESS, ACCURACY OR EXISTENCE OF ANY ADVERTISING, OR AS A RESULT OF ANY RELATIONSHIP OR TRANSACTION BETWEEN YOU AND ANY ADVERTISER OR SPONSOR WHOSE ADVERTISING APPEARS ON THE SERVICES; OR

(II) ANY CHANGES WHICH PLAY MECHANIX MAY MAKE TO THE SERVICES, OR FOR ANY PERMANENT OR TEMPORARY CESSATION IN THE PROVISION OF THE SERVICES (OR ANY FEATURES WITHIN THE SERVICES); OR

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(III) THE DELETION OF, CORRUPTION OF, OR FAILURE TO STORE, ANY CONTENT AND OTHER COMMUNICATIONS DATA MAINTAINED OR TRANSMITTED BY OR THROUGH YOUR USE OF THE SERVICES; OR

(III) YOUR FAILURE TO PROVIDE PLAY MECHANIX WITH ACCURATE ACCOUNT INFORMATION; OR

(IV) YOUR FAILURE TO KEEP YOUR PASSWORD OR ACCOUNT DETAILS SECURE AND CONFIDENTIAL.

13.2 THE LIMITATIONS ON PLAY MECHANIX' LIABILITY TO YOU IN PARAGRAPH 13.1 ABOVE SHALL APPLY WHETHER OR NOT PLAY MECHANIX HAS BEEN ADVISED OF OR SHOULD HAVE BEEN AWARE OF THE POSSIBILITY OF ANY SUCH LOSSES ARISING.

14. COPYRIGHT AND TRADEMARK POLICY

14.1 It is Play Mechanix' policy to respond to notices of alleged copyright infringement that comply with applicable international intellectual property law (including, in the United States, the Digital Millennium Copyright Act) and to terminate the accounts of infringers.

15. MISCELLANEOUS

15.1 This Agreement shall be governed and interpreted in accordance with the substantive laws of the State of Illinois. The parties agree that any litigation for injunctive relief shall be resolved in the state or federal courts within Cook County, Illinois.

15.2 Should any provision of this Agreement be held void, invalid or inoperative, by a Court of competent jurisdiction, the remaining provisions of this Agreement shall not be affected and shall continue in full force and effect.

15.3 This Agreement states the entire agreement between parties with respect to the subject hereof and supersedes all prior oral and written negotiations, understandings and agreements between the parties hereto concerning the subject matter hereof. No amendment or modification of this Agreement shall be made except by an instrument in writing signed by both parties.

15.4 No waiver of any of the provisions of this Agreement or any breach thereof or failure of any condition therein shall be deemed, or shall constitute, a waiver of any other provision, whether or not similar, nor shall any waiver constitute a continuing waiver. No waiver shall be implied from any conduct or course of conduct of any party. No waiver shall be binding unless executed in writing by the party making the waiver.

15.5 Subject to the restrictions on transfer herein, this Agreement shall inure to the benefit of and be binding upon Play Mechanix and Operator and their respective heirs, executors, trustees, beneficiaries, legal representatives, successors and assigns.

15.6 Except for Play Mechanix' parent corporation, no other person, corporation, partnership or other entity, shareholder, director, officer, employee, independent contractor, vendor, customer or any other third party shall be deemed to be a third party beneficiary of any provisions herein.

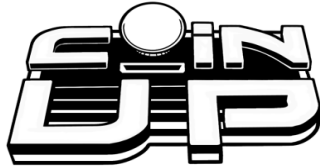
By

OPERATOR LEGAL COMPANY NAME

OPERATOR SIGNATURE

Play Mechanix™ Inc., an Illinois corporation

Play Mechanix™ Authorized Signature



Operator Registration Form		
<ul style="list-style-type: none"> • Before you register games, you must register an operator account! 		
Operator Name		
Company Name		
Operator Address		
City, State, Zip		
Country		
Operator Phone		
Operator Fax		
Operator Email		
Contact Preference	<input type="checkbox"/> Email	<input type="checkbox"/> Phone
Debit Account On File:	<input type="checkbox"/> Yes	<input type="checkbox"/> <i>No (If No, include Authorization Agreement for Automated Payments.)</i>

Mail or fax completed form to...

Play Mechanix™
 800 Roosevelt Road, Suite D-103, Glen Ellyn, IL 60137

- 630-942-1070
- Fax 630-942-1073
- Fax 630-348-2099

For processing, allow 2 to 5 business days.

- After Play Mechanix™ receives your registration, we'll mail operator cards and login information for your accounts.
- To register games online, you can use your operator cards to log in to games. If you don't have your operator cards, you can manually log in to games. Manual login requires your operator number and PIN.
- To log in to your CoinUp™ Account at www.coinup.com, use your email address and password.
- After you receive your login information, you can change it through your Web account. To change your account information, use the My Profile tab.

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Cell#	IMEI	L.O.S	Operator ID#
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Rev. C1

CoinUp® Cellular Terms of Service Agreement

This agreement is made between Play Mechanix™, Inc. (“PM”, “we”, “us”, or “ours”) and the Operator (“Operator”, “you”, or “your”) and covers the usage and fees associated with a cellular modem device (“Equipment”) that you order from us connected to one of your games allowing it to communicate with the CoinUp® online network (“Service”). This agreement must be signed and returned to us before we will activate a new line of service. PLEASE READ THIS AGREEMENT CAREFULLY BEFORE ORDERING CELLULAR SERVICE FOR YOUR CoinUp® CONNECTED GAME AND SIGNING THIS AGREEMENT.

Provision of Services

Upon ordering the cellular modem, Play Mechanix™, Inc. will in turn order a line of cellular service (“Service”) for the cellular modem. Play Mechanix™, Inc. provides cellular service from one or more cellular providers of service throughout the United States (“Cellular Provider”). We do this to gain volume pricing for you and thereby lower the price of the Service. All costs charged to Play Mechanix™, Inc. for your line of cellular service are passed through directly to you. Ordering the Service from us is not the only option for you. You may obtain cellular service independently to connect your game. In this case, you will be responsible for all service fees and commitments. Please contact Play Mechanix™, Inc. before ordering your own cellular modem to ensure that you purchase a modem device that will be compatible with the game.

Service Commitment and Early Termination Fee

1. By ordering this Service the Operator agrees to the following:
2. To pay the monthly fee associated with each line of service which will be billed to your CoinUp® account. To keep the Service for at least a period of one year from the date of ordering (“Service Commitment”). After the initial one year term you may terminate the service at anytime with 30 days notice. If you wish to terminate the Service prior to the initial one year term, you agree to pay us an Early Termination Fee of \$175. The Early Termination Fee is not a penalty but rather the exact fee we will be charged by the cellular provider. AFTER YOUR SERVICE COMMITMENT THIS AGREEMENT SHALL RENEW ON A MONTH-TO-MONTH BASIS UNTIL EITHER PARTY GIVES NOTICE OF TERMINATION TO THE OTHER.

30-Day Cancellation Period

You may terminate this agreement within thirty (30) days after activating without paying The Early Termination Fee. You will pay for service fees and charges incurred through the termination date. Also you may have to return the cellular modem purchased with this agreement. If you terminate after the 30th day but before the expiration of the Service Commitment, you will pay PM the Early Termination Fee associated with the line of service terminated. Either party may termination this agreement at any time after your Service Commitment ends with thirty (30) days notice to the other party. We may terminate this agreement at any time without notice if Cellular Provider ceases to provide service in your area. We may interrupt or terminate your service without notice for any conduct that we believe violates this agreement, or if you fail to make available funds to pay for service when due, or if we have reasonable cause to believe that your Equipment is being used for an unlawful purpose or in a way that may adversely affect the Cellular Provider’s service.

Charges and Disputes

You are responsible for paying all charges for or resulting from services provided under this agreement. Your monthly service charges will be billed through your CoinUp® account. Play Mechanix™, Inc. passes through charges directly from the Cellular Provider. If you believe that there is an error in the amount charged to your account for cellular service you may contact Play Mechanix™, Inc. to provide proof of charges from the Cellular Provider for your service. You agree that Play Mechanix™, Inc. will handle all negotiation of rate fees and billing with the Cellular Provider. Play Mechanix™, Inc. agrees to use its best efforts to resolve any and all billing disputes with the Cellular Provider. Play Mechanix™, Inc. will in its sole discretion determine if a billing error has occurred.

Billing and Payment

Billing takes place through your CoinUp® operator account. All methods of payment and late fees described in your CoinUp® Operator Agreement shall apply.

Changes to Terms and Rates

The Cellular Provider may from time to time change the rates charged for the Service. Generally, if the Cellular Provider raises the rate for Service they will allow us to discontinue the Service without fee or penalty. If Play Mechanix™, Inc. receives notice of a rate increase from the Cellular Provider associated with your Service we agree to notify you and allow you the same option given to us. If the Cellular Provider lower the rate for Service, the new rate will automatically take effect for you on the same date that it takes effect for us.

Data Connection Limitations

Play Mechanix™, Inc. limits the capabilities of the Equipment so that it is only allowed to make data connections to CoinUp® servers. You agree not to use the Cellular Service provided by us for any other purpose than connecting your Game to the CoinUp® network. If Play Mechanix™, Inc. finds that you are using the Cellular Service for any other such purpose including but not limited to, web browsing, voice calls, and text messaging then we may immediately terminate the Cellular Service in which case you will pay all fees charged to this line of Service including the Early Termination Fee if we terminate this Service before the expiration of the Service Commitment.

Service Limitations and Limitation of Liability

Service may be interrupted, delayed, or otherwise limited for a variety of reasons, including environmental conditions, unavailability of radio frequency channels, system capacity, priority access by National Security and Emergency Preparedness personnel in the event of disaster or emergency, coordination with other systems, equipment modifications and repairs, and problems with the facilities of interconnecting carriers. WE DO NOT GUARANTEE YOU UNINTERRUPTED SERVICE OR COVERAGE. Play Mechanix™, INC. MAKES NO WARRANTY, EXPRESS OR IMPLIED, OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, SUITABILITY, OR PERFORMANCE REGARDING ANY SERVICES OR GOODS, AND IN NO EVENT SHALL PM BE LIABLE, WHETHER OR NOT DUE TO ITS OWN NEGLIGENCE, for any: (a) act or omission of a third party; (b) mistakes, omissions, interruptions, errors, failures to transmit, delays, or defects in the service provided by or through us; or (c) damage or injury caused by suspension or termination of service by PM. To the full extent allowed by law, you hereby release, indemnify and hold PM and its officers, directors, employees and agents harmless from and against any and all claims of any person or entity for damages of any nature arising in any way from or relating to, directly or indirectly, service provided by PM or any person's use thereof, INCLUDING CLAIMS ARISING IN WHOLE OR IN PART FROM THE ALLEGED NEGLIGENCE OF PM, or any violation by you of this Agreement. This obligation shall survive termination of your service with PM. PM is not liable to you for changes in operation, equipment, or technology that cause your Equipment or software to be rendered obsolete or require modification. SOME STATES DO NOT ALLOW DISCLAIMERS OF IMPLIED WARRANTIES OR LIMITS ON REMEDIES FOR BREACH. THEREFORE, THE ABOVE LIMITATIONS OR EXCLUSIONS MAY NOT APPLY TO YOU. THIS AGREEMENT GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

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Miscellaneous

This agreement, the signature sheet, terms of service for products and services not otherwise described herein that are posted on applicable PM web sites, and any documents expressly referred to herein or therein, make up the complete agreement between you and PM. If any provision of the agreement is found to be unenforceable by a court or agency of competent jurisdiction, the remaining provisions will remain in full force and effect. PM may assign this agreement, but you may not assign this agreement without our prior written consent. The law of the state of your billing address shall govern this agreement except to the extent that such law is preempted by or inconsistent with applicable federal law.

Signatures

Play Mechanix™, Inc.

Operator Legal Name:

By:

By:

Name/Title:

Name/Title:

Date:

Date:

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

CoinUp® Prize Claims or Service

PlayMechanix™ www.playmechanix.com

800 Roosevelt Road, Suite D-103

Glen Ellyn, IL 60137

(866) 646-1975 fax (630) 942-1073

Betson Enterprises Headquarters

303 Paterson Plank Rd.

Carlstadt, NJ 07072

(800) 524-2343 or (201) 438-1300

fax (201) 438-4837