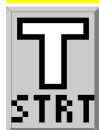




To initiate, from the **MAIN MENU**, select the "TOUR" *Icon*. The **TOURNAMENT MENU** provides ways to quickly and easily start and stop a tournament. Also, tournament data can be viewed (*audits, prize info, etc.*).

All **TOURNAMENT MENU** *Icons* and their usages are explained throughout this chapter in the same order as seen in the Dot Matrix Display. **NOTE:** Depending on Game Type, Version, selections made, Dip Switch settings, location and/or areas, some *Icons* may appear non-functional or may not appear at all. ***Icons and/or functions, order and operation are subject to change.***

In displays where changes can be made or to perform a function, use the **GREEN Button** to go [ **BACK** ], exit or escape, the **RED Buttons** to [ **</-** ] HIGHLIGHT PREVIOUS or DECREASE / [ **+ / >** ] HIGHLIGHT NEXT or INCREASE to highlight the desired option, and the **BLACK Button** to [ **SELECT** ] it or activate.



## Start Tournament

To initiate, from the **TOURNAMENT MENU**, select the "STRT" *Icon*. The **START TOURNAMENT MENU** allows the operator to start a tournament. Select **QUICK START** or **CUSTOM** Tournament Start. For the first time Tournament Set-Up, it is recommended to select **CUSTOM**. Follow the on-screen prompts. After completion of all options in **QUICK START** or **CUSTOM**, the Tournament is started, the **START TOURNAMENT MENU** is exited and returns to the **TOURNAMENT MENU**.

### QUICK START :

Increase or decrease the: • **DAYS, HOURS and MINUTES** • **PRIZE POOL \$ (DOLLAR) and ¢ (CENT) AMOUNT**  
• **INCREMENT THE PRIZE POOL PER PLAY INCREASES \$ and ¢ AMOUNT**

### CUSTOM START :

- Confirm the current date and time (*if it was not set previous via the UTILITIES MENU it can be set-up in this display as well*). Enter the **MONTH, DAY, YEAR** and **TIME**
- Choose the Tournament **Start Date: MONTH, DAY, YEAR** and **TIME**
- Choose the Tournament **End Date: MONTH, DAY, YEAR** and **TIME**
- Choose the **CREDITS** per play desired (01-10). Set the maximum number of *Credits* that may be accumulated per game. **Note:** *The current pricing is displayed; to change pricing GO TO THE ADJUSTMENTS MENU.*

Increase or decrease the: • **PRIZE POOL \$ (DOLLAR) and ¢ (CENT) AMOUNT**  
• **INCREMENT THE PRIZE POOL PER PLAY INCREASES \$ and ¢ AMOUNT**  
• **MAXIMUM (CAP) PRIZE POOL \$ and ¢ AMOUNT.**

- Increase or decrease the number of **PRIZES** (01-05 **HIGH SCORE**; 02-05 **B'N'W**). Set the maximum # of *Prize Positions* to be awarded during a Tournament. **Selections are as follows** (*% distribution cannot be changed*):

	HIGH SCORE:					BUMP N' WIN :																	
Set to 01	1 Winner	100%	(1)	Prize Pool		Cannot set to 01.	Minimum of 2 winners required.																
Set to 02	2 Winners	65%	(1)	35%	(2)	Set to 02	2 Winners	65%	(1)	35%	(2)												
Set to 03	3 Winners	50%	(1)	30%	(2)	20%	(3)	Set to 03	3 Winners	50%	(1)	25%	(2)	25%	(3)								
Set to 04	4 Winners	50%	(1)	25%	(2)	15%	(3)	10%	(4)	Set to 04	4 Winners	40%	(1)	20%	(2)	20%	(3)	20%	(4)				
Set to 05	5 Winners	50%	(1)	20%	(2)	15%	(3)	10%	(4)	5%	(5)	Set to 05	5 Winners	40%	(1)	15%	(2)	15%	(3)	15%	(4)	15%	(5)

- Select the **AWARD TYPE** (**CASH, POINTS, PRIZE, TICKETS** or **NONE**). Select **CASH** for the displays to represent the Prize Pool amount (*based on Jackpot Base and Max.*) in **\$Dollars**. Select **POINTS** for the display to represent the Prize Pool amount in **Points**. Select **PRIZE**, if applicable. Select **TICKET** for the display to represent the Prize Pool amount in **Tickets**. Select **NONE NOTTO** represent anything.

*Custom Start continued on the next page.*



## CUSTOM START Continued.

The following option is available only if **CASH** was selected as the **AWARD TYPE**.

- Select the option to **SHOW PLAYER CASH** (YES or NO). Select **YES** for the display to represent the >>> **previous** <<< Tournament Winners & Cash amount (or Points, Prizes, etc.) will show in the **Attract Mode**.
- Select the kind of **TOURNAMENT** desired (BUMP 'N' WIN or HIGH SCORE).

The following options are available only if **BUMP 'N' WIN** was selected as the **TOURNAMENT TYPE**.

- Select or confirm the **BASE POINT AMOUNT** (00 or 1,000,000 – 4,294,967,295 increments of 1,000,000).
- Select or confirm the **RANGE AMOUNT** (00 or 1,000,000 – 4,294,967,295 increments of 1,000,000).
- Select the **BALLS** per game (1 – 10).



## STOP TOURNAMENT

To initiate, from the **TOURNAMENT MENU**, select the "STOP" *Icon*. The **STOP TOURNAMENT MENU** allows the operator to stop a tournament. **Note:** This *Icon* only appears if a Tournament was set-up and is running (in place of the Start *Icon*).

### STOP TOURNAMENT ARE YOU SURE?

- Use the **BLACK Button** to [ **SELECT** ] to confirm. Press the **BLACK Button** again to continue.

The **STOP TOURNAMENT MENU** is exited and returns to the **TOURNAMENT MENU**.



## VIEW TOURNAMENT DATA

To initiate, from the **TOURNAMENT MENU**, select the "DATA" *Icon*. If no data is available, the display will indicate NO PREVIOUS DATA. Press the **GREEN Button** to escape [ **BACK** ] to the **TOURNAMENT MENU**.



## TOURNAMENT AUDITS [ #1 – #14 ]

To initiate, from the **TOURNAMENT MENU**, select the "AUD" *Icon*. The Dot Matrix Display will indicate the *audit number* (in this group), *audit name* and the *audit total or value*. The current audit will remain on the display until the next audit is viewed or when this sub-menu is exited.

- |    |   |
|----|---|
| 01 | <b>TOTAL PLAYS</b> : Total number of <i>Regular</i> and <i>Tournament Games</i> played while a <i>Tournament</i> is in progress. This total is derived by adding the below <i>Tournament Audit 02</i> with <b>Regular Plays</b> . |
| 02 | <b>TOURNAMENT PLAYS</b> : Total number of <i>Tournament Games</i> played while a <i>Tournament</i> is in progress.  |
| 03 | <b>TOTAL QUALIFYING PLAYS</b> : Total number of times a player qualified ( <i>invited to enter name</i> ).  |
| 04 | <b>TOTAL GAME EARNINGS</b> : Total Gross Earnings <i>accepted</i> , while a <i>Tournament</i> is active ( <i>in progress</i> ).   |
| 05 | <b>TOTAL TOUR. EARNINGS</b> : <i>Tournament Earnings</i> ( <i>Audit 04 less Reg. Game Earnings</i> ) while a <i>Tournament</i> is in progress.  |
| 06 | <b>JACKPOT (PRIZE POOL TOTAL)</b> : Total Prize Pool ( <i>Jackpot</i> ) Amount to be paid out while a <i>Tournament</i> is in progress.   |
| 07 | <b>NET EARNINGS</b> : Provides the total Net Earnings ( <i>Gross Earnings less Prize Pool</i> ) while a <i>Tournament</i> is active ( <i>in progress</i> ).   |
| 08 | <b>ACCUM. TOTAL PLAYS</b> : Accumulative total amount of <i>Regular &amp; Tour. Games</i> played since the first <i>Tournament</i> was played.  |
| 09 | <b>ACCUM. TOUR. PLAYS</b> : Accumulative total amount of <i>Tournament Games</i> played since the first <i>Tournament</i> was played.   |
| 10 | <b>ACCUM. QUALIFYING PLAYS</b> : Accumulative total number of times a player qualified ( <i>invited to enter name</i> ).  |
| 11 | <b>ACCUM. EARNINGS</b> : Total Gross Earnings <i>accepted</i> , since the first <i>Tournament</i> was played.   |
| 12 | <b>ACCUM. TOUR EARNINGS</b> : Accumulative total <i>Tournament Game Earnings</i> since the first <i>Tournament</i> was played.  |
| 13 | <b>ACCUM. JACKPOT</b> : Accumulative total of Prize Pool ( <i>Jackpot</i> ) Amounts paid out since the 1st <i>Tourn.</i> was played.  |
| 14 | <b># TOURNAMENTS</b> : Number of <i>Tournaments</i> ( <i>not individual Tournament Games</i> ) since the first <i>Tournament</i> was played.  |



## SIGN MESSAGES A-B

To initiate, from the **TOURNAMENT MENU**, select the "A-B TEXT" *Icon*. *At time of print, menu non-functional. If made available in future code updates, this menu will allow the operator to display "Location" and "Prize" Messages.* Follow the on-screen prompts to complete [ **END** ].

Remember, use the **GREEN Button** to go [ **BACK** ], exit or escape, the **RED Buttons** to [ **< / -** ] MOVE LEFT / CHOOSE NEXT [ **+ / >** ] MOVE RIGHT / CHOOSE PREVIOUS, and the **BLACK Button** to [ **SELECT** ] as 'OK'.

