

576 313 43

# Galaxy I

---

Driving Your Business Through Gaming

---

## Manual

### Contact Information

1856 Corporate Dr.  
Norcross, Georgia 30093

# Table of Contents

<b>Galaxy I – Installation Guide Summary</b> .....	<b>1</b>
<b>Overview</b> .....	<b>1</b>
<b>Operator Manual Summary</b> .....	<b>1</b>
<b>Operator Manual</b> .....	<b>2</b>
<b>Accounting</b> .....	<b>2</b>
<b>Settings</b> .....	<b>3</b>
<b>Events</b> .....	<b>4</b>
<b>Game Recall</b> .....	<b>6</b>
<b>Machine Information</b> .....	<b>7</b>
<b>Store Information</b> .....	<b>8</b>
<b>Master Config</b> .....	<b>9</b>
<b>Game Configuration</b> .....	<b>10</b>
<b>Plays Recall</b> .....	<b>11</b>

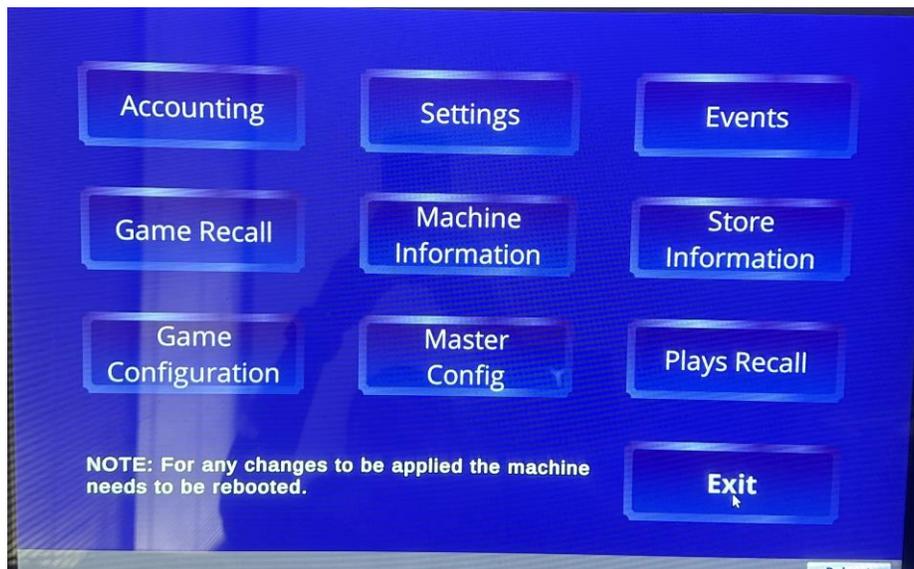
# Galaxy I – Installation Guide Summary

## Overview

This document will instruct operators on how to install and configure Galaxy I of the machine, accessing the configurations menu and navigating through it with explanations of the main variables that are accessible to operators.

## Operator Manual Summary

- Accounting
- Settings
- Events
- Game Recall
- Machine Information
- Store Information
- Game Configuration
- Master Configuration
- Plays Recall
- Exit
- Reboot



# Operator Manual

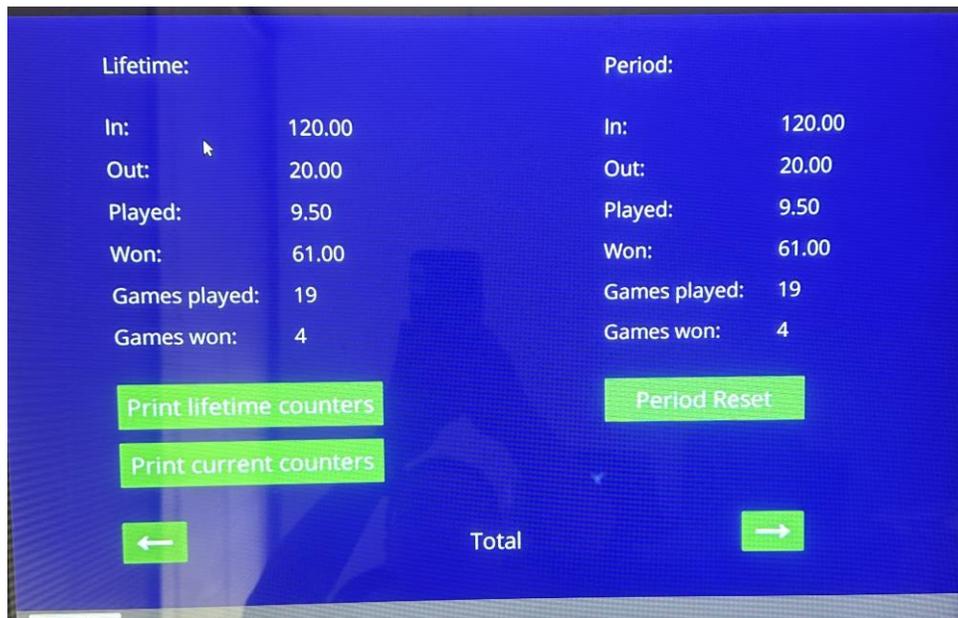
This operator manual can be accessed via both Red Key or key board “m”, and Green Key or key board “k”. **Please remember to REBOOT after Settings, Master Configuration and Game Configuration.**

## Accounting

Accounting will provide lifetime games performance, as well as the current period games performance since they were last reset. The accounting information includes the followings:

- Cash In → **In**
- Cash Out → **Out**
- Coin In → **Played**
- Coin Out → **Won**
- Games Played → **Games Played**
- Games Won → **Games Won**

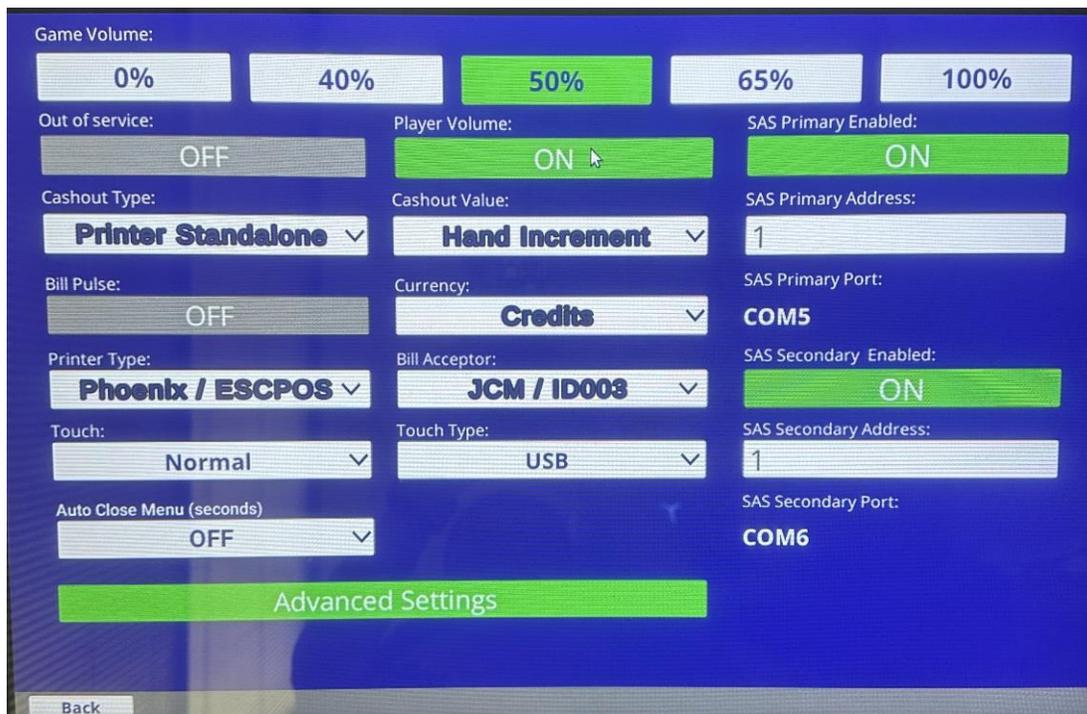
Operator can also print lifetime and current game performance via attached printer, as shown below:



## Settings

Settings is the main module for the following functions and features:

- **Game Sound Volume:** 0%, 40%, 50%, 65%, 100%
- **Cashout Type:** Standalone, Handpay, Remote printer via Mutha Goose, etc
- **Cash Value:** Exact, Whole Amount, Hand Increment (for skilled)
- **Currency:** Credits, Cents, Points
- **Printer Type (COM2):** Phoenix/ESCPOS, Tito
- **Bill Acceptor (COM3):** JCM/ID003, MEI/Mars, ICT. Galaxy support almost all BV, such as BV50, NV200, ICT, Apex 7000, JCM, MEI, etc
- **Dual SAS**
  - o SAS Primary (COM5): Allow to set address to match site controller port address
  - o SAS Secondary (COM6): Allow to set address to match site controller port address
- **Auto Close Menu:** this allows the operator menu automatically closed after certain seconds. When set to OFF, the menu will never close until operator closes it.
- **Advanced Settings:** Allow RAM Clear

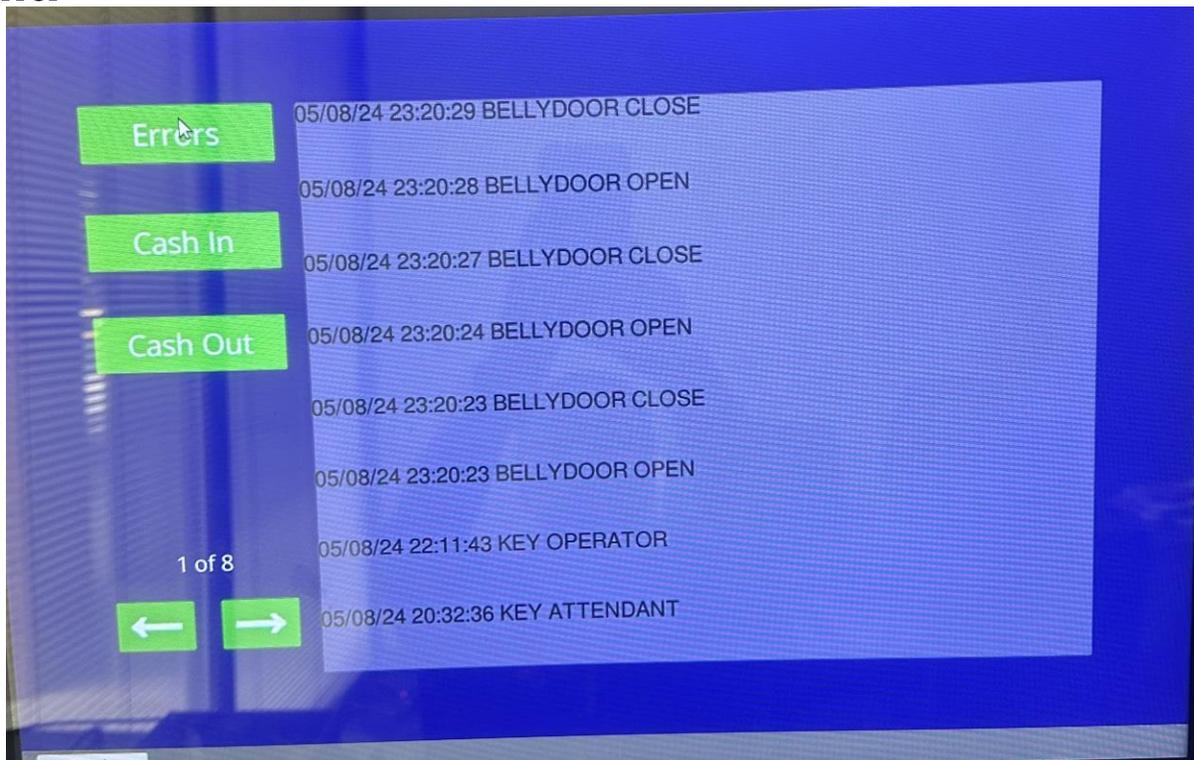


## Events

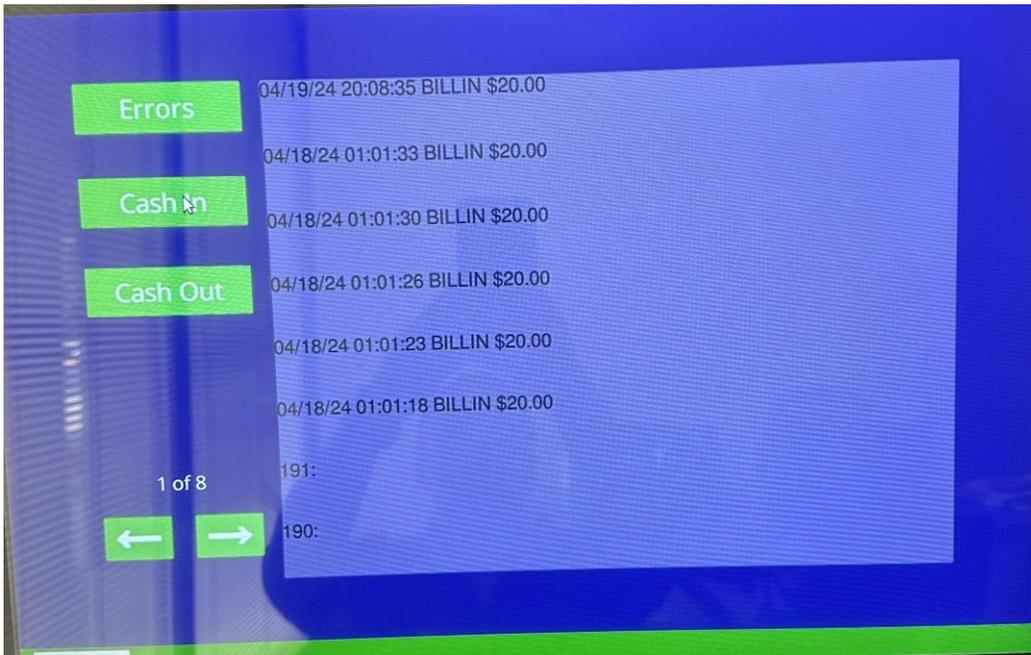
Events log all games events, including the follows:

- **Errors:** All error events
- **Cash In:** All cash in events
- **Cash Out:** All cash out events

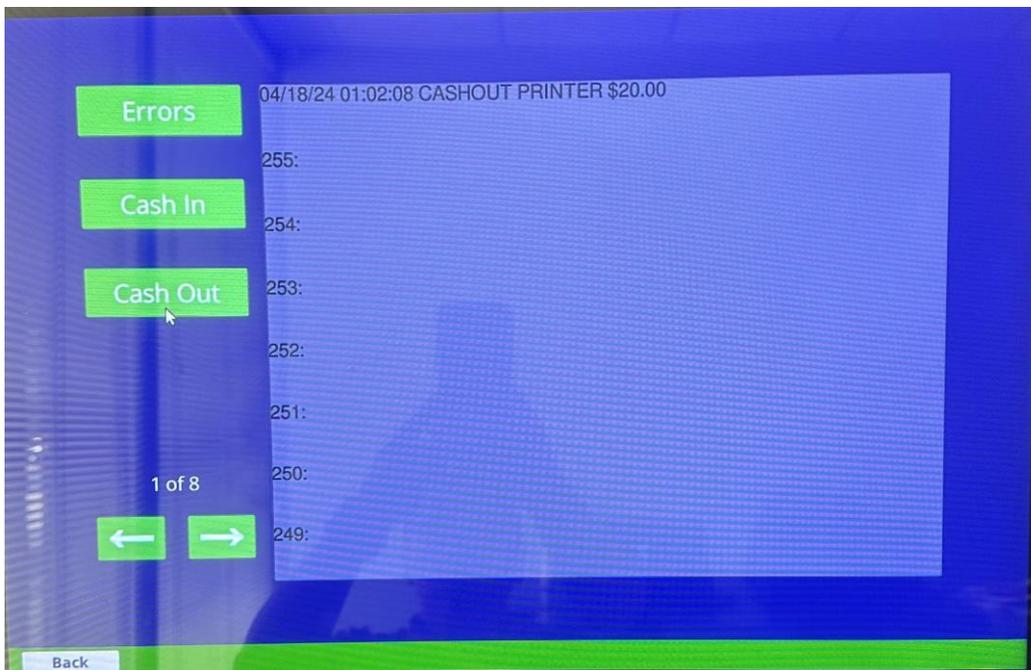
### Error



### Cash In



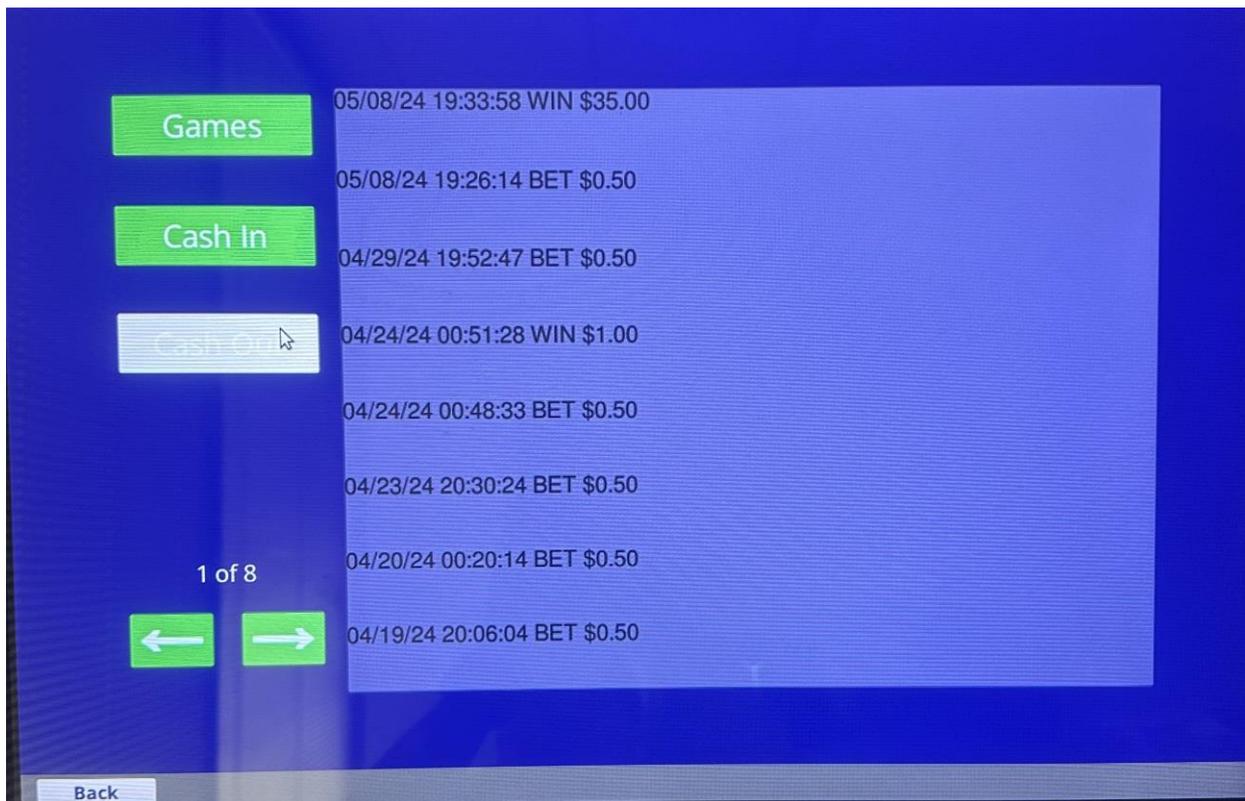
**Cash Out:** These logs can be used to validate and verify printouts, to protect frauds and scams.



## Game Recall

Game Recall logs all games, similar to Events, including the follows:

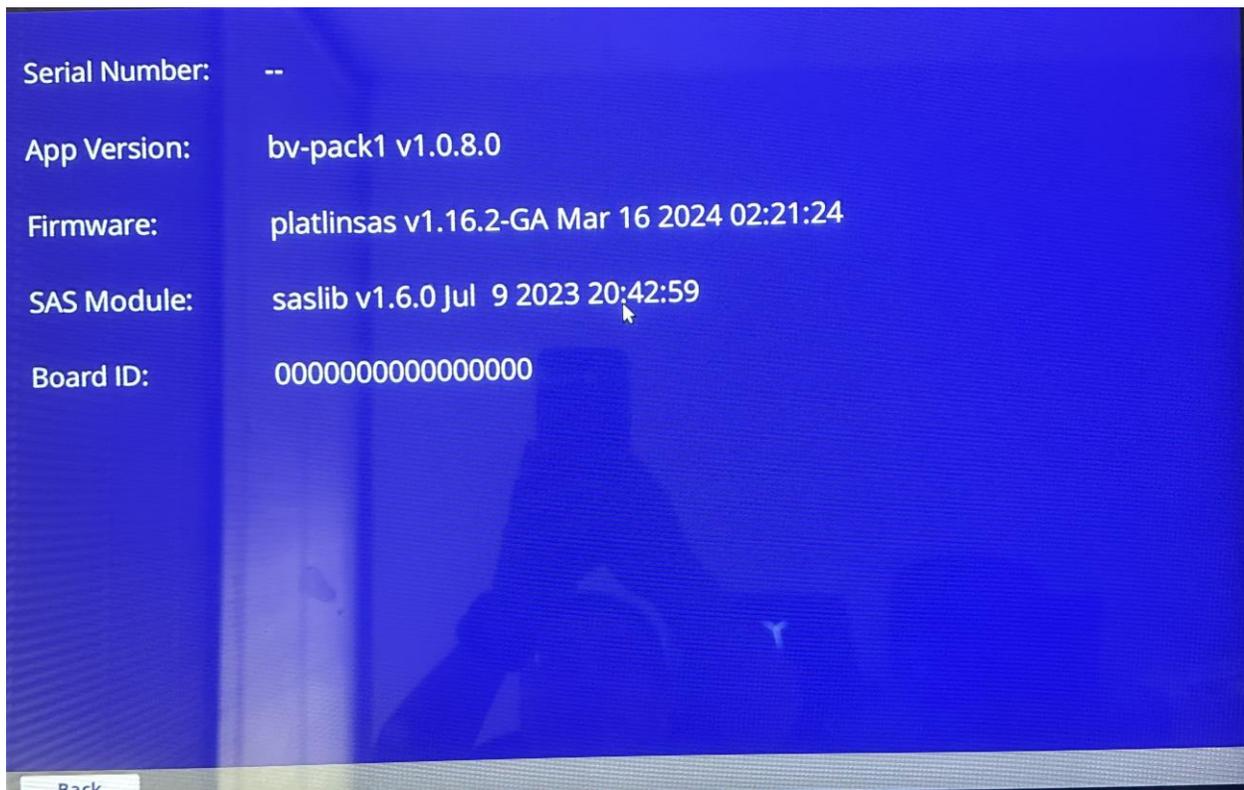
- Game Errors: All games error
- Game Cash In: All games coin in, same as Event Cash In
- Game Cash Out: All games coin out, same as Event Cash Out



## Machine Information

Machine Information includes the follows, as shown below:

- Serial Number
- App Version
- Firmware
- SAS Module
- Board ID



## Store Information

The store information include store name, address, the terminal ID and notes. These information will be used for printers, as shown below:

The screenshot shows a terminal window with a dark blue background. The interface includes several input fields and a keyboard overlay. The fields are labeled as follows:

- Store Name:** Galaxy i
- Store Address:** Atlanta
- Terminal ID:** 11234
- Note Area:** 123456

Below the input fields is a keyboard overlay with the following layout:

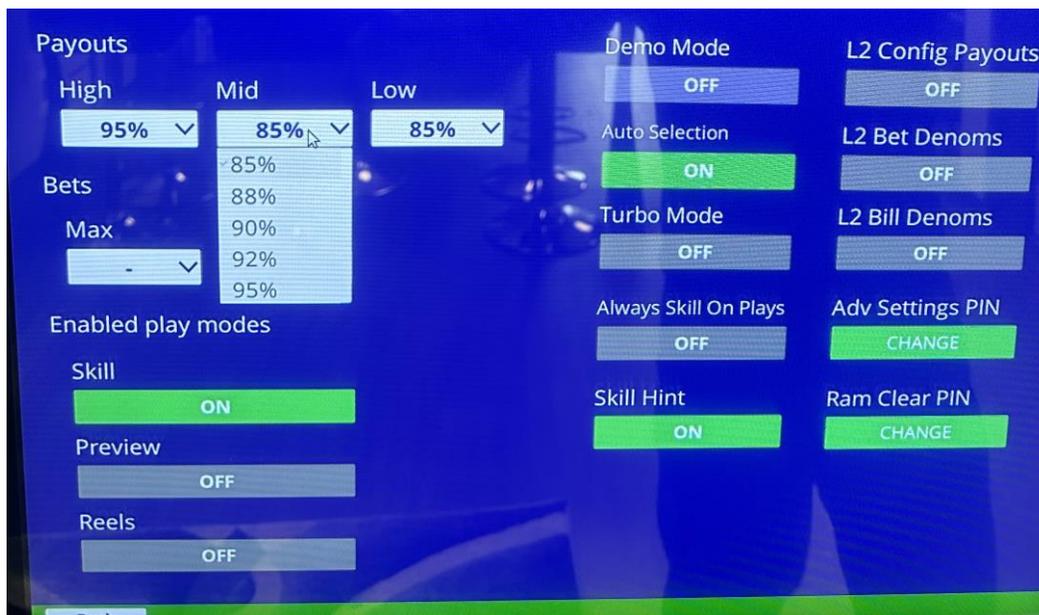
1	2	3	4	5	6	7	8	9	0
q	w	e	r	t	y	u	i	o	p
a	s	d	f	g	h	j	k	l	
□	z	x	c	v	b	n	m		
,								.	

At the bottom left of the terminal window, there is a "Back" button.

## Master Config

Master Configuration includes key modules to for game payouts, play modes, skill selections, RAM clear and Advanced Settings PIN, etc, as bellows. It will require an operator password to access.

- **Payouts** definition (High >= Mid >= Low)
  - o High: 95%, 92%, 90%, 88%, 85%
  - o Mid: 95%, 92%, 90%, 88%, 85%
  - o Low: 95%, 92%, 90%, 88%, 85%
- **Max/Min Bet:** Defaults are between \$0.5 and \$5
- **Play Modes:**
  - o Skill: It will require player to choose win/lose symbols
  - o Preview: It will allow player to know win/lose and win amount (if win) 1 play ahead
  - o Reels: regular class 3 game
- **Play Mode Skill:**
  - o **Auto Selection**
  - o **Turbo Mode**
  - o **Always Skill on Plays**
  - o **Skill Hint**
- **Adv Settings PIN:** Change PIN
- **Ram Clear PIN:** Change PIN



## Game Configuration

Game Configuration allows operator to enable/disable each and every game with bet denoms, as well as handpay limit, hand count, timer and skill modes, as follows:

- **Game Enable and Payout:** Galaxy I allows different payout for different game
- **Game Denoms:** \$0.5, \$1, \$1.5, \$2, \$3, \$4, and \$5
- **Shutters:** Enable/Disable
- **Handpay limit:** Allow to set limit for handpay, to prevent fraudulent gamers
- **Hand count hold and timer:** Hold hand count after cashout during the period set by timer.

Game Configuration interface showing settings for 'Muy Muy Caliente'.

Game: Muy Muy Caliente

Payout: HIGH

Enabled: ON

Bet Denoms: 50¢, \$1, \$1,50, \$2, \$3, \$4, \$5

Handpay limit \$: 1200

Hand Count: ON

Hand Value \$: 5

Hold Hand Count on Cashout: ON

Hand Count Time: 60

Skill Mode: Skill

Use Shutters: OFF

This machine is for amusement only. Operator is responsible for following local regulations

Back

## Plays Recall

Play Recall will log the last 100 plays, as screenshot, for review and verification, as shown in samples below:

