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## Quick Start Guide

Power the machine on, allow it to go through the entire boot process. Upon completed, flip the Operator Switch in your cabinet to access the Operator Menu.

### Change Access Level

The first step in setting up your machine is getting to access Level 2 which allows you to change most settings in the Operator's Menu. In the bottom-left corner of the screen you should see a button labelled "Change Access Level" after pressing this, a pop-up window will appear with "Access Level Code", select the change button and enter the default code "1234" then press enter. After pressing enter, you can change your PIN if you wish to or press okay to close the pop-up window.

### Printer Setup

Select the "Setup" tab at the top of the screen. Verify that the first option (select printer) has Custom TG02ESC/POS highlighted in green. After verifying your printer is enabled, you can scroll down and change the ticket header.

We recommend changing the ticket header to the name of the location. This helps verify tickets were printed at this location. **Be careful not to make the ticket header too long, this will adjust all writing on tickets down and to the side.**

In this menu, you can also add a signature line to tickets if you would like to make the customer sign for the money received.

The last relevant setting for the printer is at the bottom of the menu under the subheading "Redemption Control" if you or your location would like to set the machine to only redeem in even dollar amounts (no change) first switch the "Multiple of Redeem Increment" setting from disabled to enabled, then set the "Redeem Increment" to \$1.00. Now your tickets will only be printed out to the nearest one-dollar amount. The customers change will remain on the machine.

### Bill Acceptor (Mars) Setup

The only setting that will need adjusted in Bill Acceptor setup is the Bill Acceptor Protocol. Verify that the "NISR TTL" option is highlighted in green.

If you are in gameplay with a fill or the Bill Acceptor test menu (under the service tab) your Bill Acceptor should display a solid red LED indicating it has been enabled. If this is not the case, go back to the Bill Acceptor setup and verify you have the right Bill Acceptor protocol enabled.

### **Cash Setup**

There are 5 subcategories under Cash Setup

1. **Input Control:** Allows you to set the maximum credit and maximum cash the machine is allowed to have at one time. It is recommended to change the maximum cash in to a lower number. This will only allow that much money in credits on the machine before shutting the bill unit off. The default is \$500.
2. **Flow Control:** It is not recommended to change any of the settings under this category.
3. **Output Control:** It is not recommended to change any of the settings under this category. It allows you to set a minimum cash out, but it's better to do this through the printer setup.
4. **Progressive:** This is the most important setting in cash setup. It allows you to cap the progressive jackpots of every game. The game has a default minimum on the jackpot of \$2,000.00. The value of the jackpot will be this base level of \$2,000.00 plus the accumulated progressive prize. When you put a number in to "MAX JPOT ACC CAP" it caps the progressive prize value to whatever you have input in addition to the \$2,000.00 start. If you do not want the jackpot to grow, then you should put in \$0.1.
  - a. **Example:** If you put \$750.00 in "MAX JPOT ACC CAP" the jackpot will not exceed \$2,750.00.
    - i. **Note:** *If the value has reached the progressive cap but people continue to play, the progressive will grow in the background. If the progressive is set at \$1,500.00 but you capped it \$750.00 and someone hits the jackpot for \$2,750.00, the jackpot will immediately be back to \$2,750.00*
5. **Prize Control:** It is not recommended to change any of the settings under this category.

### **Game Setup**

In game setup, you may enable or disable any of the games on the machine. If you would like to offer only a limited selection of games, you just must select disable.

This menu also allows you to modify the value of the progressive prize in each individual game, modifying the progressive is used to restore jackpot levels after an update or hard drive change.

### **Terminal Setup**

This menu allows you adjust the volume setting for this terminal, it's a simple slider configuration.

### **Time Setup**

This menu allows you to adjust date and time settings. The current date and time on the terminal should be displayed on the left-hand side of the screen on the blue bar. It is

recommended that you verify the time and date are correct on your games. This is useful in case you need to go back in the records and confirm the time of gameplay for any reason.

This completes the setup section of the quick start guide. We will now briefly go over the different stat menus and describe what they offer. You can access the stat sections by selecting the corresponding tab at the top of the screen.

### **Terminal Stats**

This menu contains all of the overall stats for this specific terminal. There are 3 columns containing the Archive (lifetime stats) Weekly and Daily Stats. These categories each display the total credit in and out of the game, the hold, the split of location and operator shares, points played/won, games played/won, and win percentage. It is possible to print Archive, Weekly, and Daily stats and clear the daily and weekly stats. This is the primary menu used for collections.

### **Bank Stats**

The bank stats menu shows the same stats as the terminal stats menu. The only difference being bank stats will add the terminal stats from the linked bank of machines together. We will go over how and why we link machines in the next section of this guide. This menu is useful for collecting on linked machines.

### **Game Stats**

This menu shows the statistical breakdown for each individual game on a machine. This lets you identify which games are being played the most on that terminal and which are paying out the most.

### **Bank Game Stats**

Same as above except this menu displays stats for linked bank of machines.

### **Rev-Gen Stats**

This menu shows you current fill percentage and the number of fills this terminal has had. This menu allows shows the date of your last fill and displays the amount of your pending fill if you've purchased one You can also see the amount you've earned on this license fill as well as your target earnings for the remainder of your fill.

### **Code Exchange**

This is the menu you use when you purchase and apply a new license fill or reapply a fill lost in an update. It also displays the current build and version of your software and the number of fills applied.

### **Linking Games**

In locations where you have multiple terminals, it is very useful to link the machines. We sell a compatible router that can connect to 4 games, and more can be added with a network switch.

When games are linked, all stats are shared and accessible in the bank stats menu on the network primary game. All linked games will run off a single fill that will be on the primary machine. The progressive jackpots are shared between each of the terminals.

### **Setting Up Your Network Primary-Secondary**

To connect machines, you first need to select and fill the Terminals you wish to designate as the network primary. Make sure all points are off each game you want to link (print tickets). Next power up the router you purchased, connect each game's motherboard to the LAN ports on the router with a CAT5 cable, make sure you don't plug anything into the port labelled "internet" on the router. Then go to setup, main setup, on the game designated as primary and change the network configuration setting from "Standalone" to "Primary". Repeat this process with each of the secondary terminals this time selecting "Secondary" instead of "Primary". On the secondary terminals press the "Sync" button below network configuration to "sync" most of the settings from the network primary to the network secondaries. This is important because linked games will not function if any of the settings are different between terminals.

**Boot Order:** You may need to reboot the terminals to get the network set. Turn every game off. Plug the router in and let it fully power up. Once the router is powered on, turn on the primary game. Once the primary has fully booted you can turn on the secondary terminals.